TRINITY BATTLEGROUND PLAYER'S GUIDE

Written by Conrad Hubbard, Jon Carroll, Richard Dakan and Jack Emmert

[Conrad's Dedication
Dedicated to Tiffani, for the way things used to be once upon a time; to Sensei Suenaka, for showing me the Way for a while; and to the Richmond Krewe for the best stories I've ever had the pleasure to tell.]

TRINITY BATTLEGROUND
PLAYER'S GUIDE

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<3>>>>FILE DUMP<<<

<1>TASK FORCE BATTLEGROUND
—Task Force Director Kurt Harrison, Triton Division, Zurich-Geneva, 4.1.2121
Good evening, citizens. Now that anti-surveillance measures have been completed, I

would like to start this meeting. As you know, we are gathered here together to compile the data we have collected at the behest of Proteus Division Director William Renton. Humanity is at a perilous juncture in its history, and Aeon Trinity must be sure that we are prepared to deal with every threat. Awareness is the first tool of prevention. Too much has already been sacrificed because we were caught off guard.

A number of you have been studying the situation right here at home. It is all too obvious that as a species we are still divided by dangerous politics and brutal chaos. It is our duty to bring our social microscopes to bear on each of the troubled regions of our Earth. Only by understanding the fascist regime of the Federated States of America, the druglord imperialism of Brazil and Colombia, the wartorn crucible of France and Europe, the isolationism of Australia and Nippon, the bureaucratic nationalism of Zhongguo, the fragile hopes of African dreams, and the vulnerable remoteness of Antarctic and Oceanic arcologies will we be able to build the unity that must carry humanity into the future. I trust that each of you will leave here with a better picture of just how much remains to be achieved in solving the often-times violent and deadly problems that still plague our world. As a citizen of this Earth, I feel ashamed to tell you that we feel that a great deal of those solutions will involve those of you in Proteus Division and the psi orders fighting bloody battles now to provide for a peace in the future.

It is our hope that these briefings will also pinpoint as many of the Aberrants who have managed to pierce our defenses as possible. From Las Desolados, the Blight, Middle Eastern deserts, deep-sea refuges and Antarctic wastes, they strike with gory and fearsome devastation, but even more unsettling is the frequency with which they emerge as leaders of hidden cults of our own undoing. As long as the Aberrants move amongst us on our own world, we cannot be safe. They must be rooted out and destroyed.

Space has long been seen as the last frontier for mankind, but it has become our last battleground. Our own political turmoil has simply carried itself to our faraway colonies. Luna and Khantze Lu Ge both have been sites of Aberrant provoked fighting. Averiguas is the new field for vicious civil war. And we are not alone in the universe. While the mysterious Qin are proving themselves allies for the most part, we are currently at war with two entire alien species. The Chromatics followed up their brutal assaults on the Karoo Mining Colony with a full-scale invasion of Earth's solar system. We have returned the favor and even now are assaulting ChromePrime. The Coalition was not met under the most favorable circumstances, and the situation has only worsened. In a confusing tangled mess of events, they have destroyed two of our Leviathans and seem to have turned actively against us. Evidence suggests that the Aberrants have influenced the Coalition society against us.

As I said, humanity is at a perilous juncture in its history. We are at war with ourselves and our wayward children, for in truth what else can we say of the Aberrants than that they were ours. We are at war with alien enemies we barely understand and allied with alien friends whose motives are at best unclear and confusing. I only hope that the truths we reveal here come soon enough to ensure that the sacrifices of the past have not been in vain. Citizens, I would like to introduce the esteemed Dr. Lucilla Alvarez.

<3>THE EARTH REPORT

—Dr. Lucilla Alvarez, Triton Division

Mass extinction. Nine times from the Permian Period to the present as many as 96% of

all species on Earth were destroyed. It is still not known what caused all of these disasters. What is clear is that we are in danger of this happening again. We are in danger of following in the footsteps of the dinosaurs. The Aberrants brought the Esperanza crashing down to crush Europe. Well, what if they brought the asteroid Ceres crashing down instead, or just tore the Earth's mantle apart? Life as we know it could vanish as easily as a man stepping on an egg.

Meanwhile, we are like feral prisoners trapped in a cage. We compete with each other for room and resources. We wallow in our filth and waste. And we kill each other because we have become our own competition in the race of evolution. Though we unite against alien enemies, we remain divided against ourselves. We are our own worst enemies.

I know that this wasn't what some of you came here to hear. You wanted to hear how the Aberrants returned from their Exodus were secretly the source of all our troubles. Or how the Chromatic Invasion was the greatest threat to mankind ever. Or how the Coalition might wish to steal our world from us. And don't worry, you are going to hear all about those very subjects. Unfortunately, all of these threats are dire indeed, but they do not compare with the wars that still rage between our own kind. And it must be remembered that we still wield the might to destroy our own world, to bring about our own mass extinction.

The reports you are about to hear detail a troubled world. They talk of battlegrounds across the face of the Earth. From the grim occupation of Mexico by the FSA to the Zhongguo camps in Mongolia, there are tales of human misery. From the wild deserts of the Middle East to the dustbowl of the Blight you will hear of those who have betrayed us to serve the Aberrants. There will be reports on the wreckage of Europe and the brutal fighting that continues as governments seek to survive amidst the ruins and bandit lords seek to become new powers unto themselves. Nationalist and inter-order rivalries often spark the use of deadly force. Hotspots created by long lasting racial or political enmity flash into brushfire wars with little warning.

Our home became a prison when the Upeo teleporters disappeared. We had hoped to be able to expand into the universe to so many worlds that no single catastrophe could make us extinct. By scattering to the stellar winds like so many floating seeds, we hoped to insure the immortality of our kind. The advent of the Leviathan jump ships has returned that hope to us. We are breaking free once again, and humanity must and shall grow beyond her cradle. But, citizens, I would caution a warning. Look to the world of Averiguas. There were no Aberrants, no Chromatics, and no Coalition opponents. We carried our own problems with us and even in the depths of the last frontier fight amongst ourselves. It is time, citizens, to bring our own house into order. So long as we do not evolve into unity we face the threat of mass extinction.

[Chris, I know that the North American section is twice as long (4500 words) as you originally thought, but I shortened the other regional sections to 1875 each make up for it, and besides, your dominant market is the US and in all reality, the FSA and its occupations really are the most violent parts of the Trinity universe.]

<1>NORTH AMERICA

<2>TRITON DIVISION REGIONAL ORIENTATION PACKAGE

North America, or Nordamerica as people call it now, was once considered an icon of modern Western civilization. Those days are past. It is a great tragedy that the very nation from which our proud organization once arose among humanity has become a dark shadow of its ideals and glory. Make no mistake, the Federated States of America are the ruling force on the continent, and they are a military state of frightening efficiency. Remember that in their own ways the governing powers of the FSA consider themselves to be the champions of a cause. The once great nation has fallen on hard times and the Federated States Military seeks to lead the country back to socio-political supremacy.

<2>Unification of Nordamerica

The war against the renegade Aberrants cost the people of the United States nearly everything. The American public watched their dreams shatter when the Aberrants seized their Olympus lunar base in 2049. Their military leaders despaired when 75% of the much-touted Orbital Military Network (OMEN) of satellites came crashing and burning into the atmosphere. The nation's heartland, even, was destroyed when the Aberrant Calvert Wyckoff exploded in a self-immolating eruption that destroyed the Great Plains and mysteriously killed her crops. Starvation swept across the land. Fear led to mass chaos and turmoil in every level of government. In frustration, the armed forces declared themselves independent of any other political body and began commandeering whatever they needed to continue the war against the Aberrants. Soon, the military found itself called upon more and more to direct public services such as distribution of food supplies and law enforcement.

Finally, with the Omaha Declaration on May 1, 2056, the armed forces, with the support of key government officials and corporate personnel, declared a new fascist regime. Recognizing that the United States lacked the resources necessary to enable its recovery, the new regime moved to seize control of all of North America. The formation of the Federated States Military consolidated the major armed forces with local police and militia under unified military direction. For the first time in history, the Joint Chiefs of Staff were giving their own orders. On April 17, 2057 that order was to commence the invasions of Canada and Mexico.

Utilizing the powerful combination of massive invasion forces, surgical strikes by remaining OMEN satellites and even allied "safe" Aberrants conducting covert actions, the FSM swiftly conquered their heavily damaged neighbors. Though local resistance continues to this day, and extensive mop-ups were to continue throughout the 2060s, the continent's major population and industrial centers were all under United States martial law by the end of 2057. Officially designated the North American Police Action, these invasions instigated revolts, guerrilla resistance and coups that have endured for decades since the war. By the end of 2058, the FSM had reorganized virtually the entire continent into eight overarching governing Districts.

The war against the Aberrants remained the highest priority of the FSM. Immensely powerful and dangerous mutants still battered the nation and the world. In 2061, the world plunged into a virtual dark age when the Aberrant Kuwasha Mungu released a pulse into the OpNet that destroyed the entire planetary internet. Had the Chinese not made their ultimatum that same year, threatening to destroy the entire planet unless the Aberrants backed down, the Federated States of America would surely have collapsed with the rest of the world.

The year 2062 saw the addition of the 32nd Amendment to the Constitution, stating that "The members of the governing board of directors as defined in the Federated States of America charter are granted authority to make such modification of policy as may be desirable to promote the aims of peace and good government." This single provision has become the basis for a lasting fascist agenda that rebuilt the Federated States into a powerful military-corporate bureaucracy. Of course, as you know, the Aberrants returned to plague humanity once again in 2104. And though they won't admit it, without the newfound psions the FSA might not have survived another Aberrant War.

<2>The Federated States of America

The modern FSA consists of eight military Districts run by boards composed of elected officials designated as: East, South, Great Lakes, North, Southwest, Central and Tex-Mex. The nation as a whole is governed by the Federal Districts Board, or FedBoard. Made up of ten representatives, one from each District and one from the Federated States Military and Central Security Agency, who issue directives under the authority of the 32nd Amendment, the FedBoard is the head of a hopelessly bureaucratic morass of machiavellian corporate and political wrangling. The executive Offices of Administration, Business, Education, Justice and Recreation carry out a great deal of the day to day business of the federal, district and local governments. The offices of the Federated States Military and Central Security Agency remain ever vigilant against enemies of the FSA, and therefore also wield extremely broad political powers.

<3>Federated States Military

This office is the combined armed forces of the FSA, protecting the nation from armed threats, whether internal or external. They oversee defense and law-enforcement for the whole country. As the self-proclaimed saviors of the American people, there is little the FSM will not do in protection of their interests. What is important to the FSM is important to the people after all. There are idealists within the military, intent upon making sure the world is safe Americans, but generally the FSM operates as a fascist regime. The FSM is internally administrated by the Joint Chiefs of Staff, representing each of the five service arms, chaired by the Secretary-General, currently General Margaret Beckenstein. This six-member board is seen by some as the real controlling force within the FSA. Their power far exceeds that officially rendered to them by their permanent post on the FedBoard and jurisdiction over matters of national security.

Most Nordamericans do not get to see the political side of the FSM, however. What they see on a daily basis is FSM police patrolling their neighborhoods, military craft flying overhead in strange patterns and vidbits on OpNet reporting armed forces successes in operations all over the continent. They hardly even recognize that there are still internal divisions for the Army, Navy, Marine, Air Force and Space Force. To civilians happy with their lot in life, the FSM is a big brother guarding them while they sleep. To those who are dissatisfied with the politics of the FSA, the FSM is a merciless enemy ever ready to gun you down. Despite the world view that the FSA is no longer a superpower, there are few who doubt the hard efficiency of its soldiers.

For those who have fallen under the Mexican Occupation this "efficiency" is too hard. FSM special forces hunt and kill resistance groups throughout the Tex-Mex District. It does not matter if the rebels are Texan terrorists or Mexican nationalists; if you stand up to the FSM you are dead meat. Constant training exercises instill recruits with a brutal hatred of anyone who interferes with FSM policy and a powerful prejudice against psions

and Aberrants. Daily warnings of the dangers of Orgotek psions someday going rogue just like the Aberrants sink into the minds of loyal soldiers like hooks. The FSM must stand alone against a world that may turn against the motherland at any time. Semper Fi. Do or Die.

<3>The Central Security Agency

The CSA developed in the 2050's when the multiple existing intelligence agencies within the American government, including the Central Intelligence Agency, Federal Bureau of Investigation and National Security Agency became starved for resources. By 2062, it had absorbed the Defense Intelligence Agency as well, making it the FSA's sole means for collecting internal and external intelligence.

The CSA is the nation's best-organized institution. It is divided into five divisions: remote intelligence gathering, direct intelligence gathering, evaluation, counter-intelligence and noetic affairs. Remote gathering covers everything from spy satellites to whatever telepaths the agency can get its hands on, while direct gathering focuses on the efforts of human beings who are present on the scene. Evaluators take the gathered data and try to make sense of it. Counter-intelligence aims at keeping others from finding out what the FSA is doing — tactics range from monitoring known agents to planting false targets to aiming covert combat missions at rivals.

Noetic Affairs has substantial components to perform the duties of the other four divisions, yet exclusively focuses its attention on the activities of psions. The Federated States government fears that psions may be as dangerous as their Aberrant enemies, and looks at them as essentially less powerful Aberrants with more self control.

<1>Mexico

<2>The Occupation

Since 2057, the forces of the FSA Military have roamed Mexico seeking to subjugate the last pockets of resistance and make the region safe for their exploitation. The degree of success to which the Tex-Mex District to the south of the Rio Grande can be accurately called a part of the FSA varies quite a bit depending upon which portion of Mexico you consider. With the full-scale renewal of Operation Lone Star, FSM forces are ever visible and violent conflicts are becoming more and more frequent.

On the war front, the Mexican freedom-fighters receive major funding from Brazil, Australia, Orgotek and the Norca. Intellectuals, rebels and psions travel from all over the world to join the Mexican cause. This is easily the most dangerous conflict in the world currently. Aeon Trinity fears that the situation could escalate far beyond occupied Mexico and act as a flashpoint for another World War.

BEGIN PROTEUS INTELLIGENCE TRANSMISSION

Subject: Operation Lone Star

From: Secretary-General Margaret Beckenstein, Joint Chiefs of Staff, FSM

To: Director Julius Hidell Jr., CSA; General Steven B. Carlyle; General Melissa Allisane; General Peter Banks

Encryption: DSE

Transmission type: textfile (attachments)

Date: 06:30:54 2.14.20

Attention. Generals Carlyle, Allisane and Banks. I have studied the field reports you have submitted and those of Colonel Theodore Whitman of Tactical Analysis Division.

The Joint Chiefs of Staff have come to a decision supported by further intelligence from the CSA.
Attached are official authorization orders to arrest the Thomas Jackson, District Coordinator of Tex-Mex on grounds of treason. Evidence suggests collusion with the Texan rebels. As you know Operation Lone Star in 4.17.57 gave the FSM authority to "seize southern arable land and other resources necessary to the needs of the FSA" and to "govern Mexico as necessary until such time as the Districts Board shall be able to institute law and order." I know it has been years, but Operation Lone Star is hereby reopened. I hardly think that the current situation south of the Rio Grande can qualify as lawful and orderly.
Under authority of the Omaha Declaration and the Operation Lone Star executive proclamation, you are hereby ordered to assume direct command of the Tex-Mex District Board. Please commence full pacification and consolidation of Tex-Mex at once.
Semper Fi, Do or Die!
END PROTEUS INTELLIGENCE TRANSMISSION

<3>Northern Mexico
Most of the northern regions of Mexico, especially around the area of Monterrey are heavily under the fascist thumb of the FSA. FSA corporations run food farms, selling the produce predominantly to regions north of the Rio Grande, especially the Districts hit hard by the Blight. Other FSA corporations take advantage of cheap Mexican labor to eke out every dollar of profit they can manage and of hungry Mexican markets to sell goods manufactured as far away as the North District. Economically, the invasion of Mexico has been a success. But not all is well for the FSA in Mexico. The freedom fighters managed to gain covert support from Brazil, Australia, Orgotek and Norca. When the FSM dropped all pretenses of separate government rule in the troubled Tex-Mex District, the tide began to turn against the Mexicans. The triumvirate of generals running the District Board has brought in heavy artillery, including two divisions of vacuum assault and reconnaissance gear (VARGs) and a company of Drake tanks.
<2>Central Mexico
The region of Mexico that falls south of Monterrey and north of the ruins of the capital city area is where the heaviest fighting between the FSA armed forces and the Mexican freedom fighters takes place. This region of Mexico is for the most part a scattered collection of small towns, squatter's havens, supply depots, open farm fields and temporary training zones for FSM urban assault teams and rebel guerrillas.
Normal people still try to live out their daily lives in the little bit of relative peace they can find, but they hate the FSA. The brave resistance leaders and warriors who fight here are the heroes of the Mexican populace. Workers in factories owned by Texan entrepreneurs smuggle equipment and supplies out of warehouses to aid in the effort. Young girls knit new socks or sew up torn, tattered clothing for the rugged rebels, dreaming of the day when they might have such brave husbands. People whisper stories of El Blanco Lobo, Miguel "Culebra" and other freedom fighters with pride in their heart.

<3>The Freedom Fighters
It has been 63 years since the FSM rolled the tanks across the Rio Grande and the desperate freedom fighters fight on. Third generation guerrillas practice the tricks they

learn at the sides of grizzled old warriors. There is no uniform anymore. Mexican rebels carry stolen FSM weapons or donated Colombian and Brazilian surplus, wear home-made clothes or even rags. They must be able to disappear into the countryside or an urban setting seamlessly and quickly. Safehouses and underground fortifications dug during the past six decades riddle the entire central region.

Favored locations for the resistance are in the Sierra Madre mountains, from where rebels can spot FSM convoys miles away and launch sporadic shelling attacks or ambush patrols entering the range. The town Durango is an especially important one for the rebels as it lies at the juncture of four major valley-road passes. It is believed by Proteus division that Durango was the hideout of "Cuchillo Sangre", the rebel leader who coordinated the significantly successful attacks against the Texan arcologies in 2118. It is unknown whether Cuchillo Sangre survived the massacres wrought by the explosions that destroyed San Antonio and Tucson, suspected to have happened at FSM command to keep them from falling to rebels.

Miguel "Culebra" is a dangerous man, reportedly crazy and eager to collect the highest bounty yet put upon a rebel's head by the FSA. Rumors say that it was his brother that betrayed the rebels at Cuidad Victoria before the FSM leveled the town and that Culebra snuck into the FSM camp just to stab his traitorous sibling to death. FSM patrols hearing the cries of "Culebra!" And "Cuidad Victoria!" have panicked more than once, for the fighters that serve with Culebra take no prisoners.

El Blanco Lobo leads the guerrillas of the Guadalajara area in a ghostly campaign of rapid attacks against FSM camps followed by stunning disappearances. Ironically, his face is very well known to FSM intelligence because he always releases prisoners unharmed, though stripped of any useful gear. What really pisses the FSM off is that he turns the half naked soldiers over to Orgotek security teams who are all too happy to arrange for press coverage.

<3>Guadalajara

Before the destruction of the capital city, Guadalajara was the second largest city in Mexico. The largest remaining city in the remnants of the former nation now boasts approximately two million inhabitants. Built at almost 3000 meters elevation, the city is surrounded by the Sierra Madre Occidental mountain range. Even though the historical Governor's Palace has been turned into a local FSM base, the resistance is very strong here. FSM patrols sent into the mountainside look upon their duties with terror, and most of the military supplies are airlifted into the city.

<3>The Tuxpan League

Along the gulf coast ranging from Tampico to Coahilu to Veracruz is a loose collection of city states that have in many cases petitioned for membership in the Federated States. Already heavily damaged by the devastation of the Aberrant Poseidon, the coastal city states were easy prey for the FSA. Tons of food and supplies have virtually bribed the League into turning their back upon the rest of Mexico. We know that the CSA has engaged in an extensive campaign of propaganda with the intent of ensuring that this movement goes forward potentially crippling Mexico further with the possibility of civil war. Political groups classify themselves as Independents or Annexationers and are increasingly resorting to violence to force their agendas against their opponents. The future of all of Mexico may be determined by the path this region chooses in the coming days.

<3> Las Desolados Federal
Mexico City and the surrounding territory was rendered virtually a smoking hole in the ground in 2043 when an unknown Aberrant caused a catastrophic earthquake that wrecked cities as far as 200 kilometers away and dropped the capital hundreds of feet in elevation. Unfortunately, the damage did not stop there as the force was sufficient to erupt the volcanoes Popocatepetl and Citlaltepetl. The resultant outpouring of ash and lava turned the entire area including the capital into a horrid wasteland of jagged volcanic glass, black stone and hidden fissures.
The blast region, dubbed Las Desolados Federal, in a mockery of its previous designation as El Distrito Federal or D.F., is ruled by fractious, feuding Aberrants who spend as much time fighting amongst themselves as they do raiding the neighboring towns and countryside. Due to the intense fighting between the Mexican freedom fighters and the FSM, no active effort to destroy the Aberrants has been undertaken. The Aberrants of the area are well armed, having the entire ruined capital to pillage virtually unopposed. Aeon Trinity is encouraging the Fifth Legion to take steps to put an end to this menace.
<2>Free Mexico
South of Las Desolados Federal, Mexico remains free of FSA domination. The Yucatan peninsula is the heart of Free Mexico and the soul of the resistance. Australian special forces continue their efforts to help the rebels build underground bunkers and secret training camps. Brazilian mercenaries cross the border from Belize to pass through on their way north to join in the fighting or carry out other sometimes confusing agendas. Smugglers from Oceania and Colombia pour supplies and weapons in through the coastal swamps of Chetumal. Most importantly, the famous activist Salvador de la Torre spends most of his time here tirelessly working to keep the resistance alive.
<3>Merida
As the only coastal settlement to survive the tidal destruction that the Aberrant Poseidon brought to most of the Gulf of Mexico and the Caribbean, Merida was seized early during the invasion by the FSM Navy. Fighting around the city is proving very costly for the FSM due to the strength of the southern Mexican resistance. The small town birthplace of Mexican resistance leader Salvador de la Torre lies within the hotly contested area near Merida.
<3>Salvador de la Torre
The most influential member of the Mexican Resistance is the soldier, poet and activist, Salvador de la Torre. His writings serve as the rallying point of the resistance and as its voice to the world. The guerrillas of the freedom movement respect him for his way with words and for his bravery. De la Torre spent 10 years imprisoned in Dallas after being captured during a raid of an FSM installation. He was presumed dead until he turned up in the Yucatan peninsula.

<2>Quebec
Canada is no longer a nation. It has been absorbed into the districts drawn by the Federated States Military during the reorganization of the FSA. The sole exception was Quebec. When the FSA invaded Canada, Quebec backed the effort, which proved key to the northern conflict. As a reward, Quebec was allowed to remain independent of the FSA. In practice, Quebec has very little political clout in the 22nd century, siding with the FSA on virtually every issue.

In deference to the treaties, Quebec allows sizable forces of FSM troops to use bases within their borders in their efforts to stamp out the bloody Canadian resistance. This fact coupled with the political power of French refugees who have assumed important positions within society, is the cause of growing antipathy for the FSA. Enclaves of rebellion spark armed conflicts with increasing frequency.

<3>The Blight Zone

[The Fifth Legion—I would still like to see the tattoos of the 5th as artwork. They use the official ranking symbols of the Seventh Legion on the side of their heads apparently, a fact I have never understood. Why does the Seventh Legion, the last to be formed mysteriously use the most pure form of the ranking system used by Legions that predated them by ten years or so? Regardless, according to game artwork thus far, the 5th uses different tattoos on the front of their face and I would love to see the Tier system worked out for them.]

Centered on Hastings, Nebraska, the Blight Zone is the lasting result of the most powerful nuclear explosion ever on earth, created by the Aberrant Calvert Wycoff. In 2054 his explosion destroyed 200 kilometers in every direction and was followed by mysterious second blast. The second wave of energy somehow killed all vegetation for another 1000 kilometers and grain crops throughout North America. Within the 1000 kilometer zone crops would not grow. Starvation, panic and food riots erupted across the FSA in 2055 as supplies ran out with no sign of more in the future. Luckily, alternate strains of soy and grains were developed that would grow in the tainted soil and after 50 years most of the outer Blight Zone has been recovered using the new breeds. Even these resilient crops could not pierce the inner 200 kilometer radius, though, and it remains a desolate wasteland today.

The region of the inner circle is so thoroughly saturated with the taint that psions have extreme difficulty detecting even the most powerful Aberrants, and thus it serves a haven to fugitive mutants. Evidence also suggests that some Aberrants fled underground just before Wycoff's blast and survived in hiding even after the end of the Aberrant War. When the Aberrants returned in 2104 raids from within the Blight Zone suddenly resumed and the FSM had to divert resources originally reserved for suppressing the Canadian resistance and the Mexican freedom fighters.

In 2110, the FSA and the Fifth Legion met in private meetings moderated by Aeon Trinity. The result was an arrangement for the Legion to take over patrolling the Blight Zone. The "Legion Aberrant Suppression Treaty" designated the inner circle of the Blight area as the "LAST Zone". The FSA left a handful of personnel who act as advisors, but mostly the Legion does what they think necessary to suppress the Aberrant threat once and for all.

Aberrants left in the Zone during the Exodus have had over 50 years to dig in deep. Their tunnel complexes are tremendous mazes of deathtraps and horror. Fifth Legion tunnel fighters wage deadly battles in the tight underground quarters in their continuing effort to finally exterminate the threat. As the taint runs so strong that even the fine attunement psions normally display cannot detect the hidden Aberrants, missions are dangerous affairs—tentative explorations followed by brutally swift search and destroy operations.

Another source of conflict arises when people try to get into the LAST Zone. That's right, *into* the Zone. Seems some of these religious fruitcakes still believe that Wycoff was a Prophet of God and they continue to make pilgrimages to his legacy. Normally, the

Legionnaires just capture the idiots without any real effort and turn them over to the FSA authorities. Sometimes the pilgrims are heavily armed, though, evidently attempting to bring aid to the underground Aberrant factions. In these cases the Fifth does not hesitate to use deadly force. Occasionally, some of these madmen even escape into the tunnels. It is not known what happens to them.

<1>ORGOTEK

Orgotek is both the electrokinetic psion order and a powerful metacorporation that has made its mark in the civilian market through extensive application and development of biotechnology. It is probably the single most influential corporate entity in human-occupied space, and very close to such within the FSA.

2>The Corporations of Proxy Alex Cassel

Orgotek is divided into five major subsidiaries: World Enterprises, Inc. (the original holding company established in 2102); Orgosoft Farms; Tekne Group; Lumen; and Orgotek Operations. Four of these divisions are essentially commercial. World Enterprises, Inc. (WEI) doesn't seem as exciting as the other Orgotek divisions because its primary function is to handle the administrative functions of Orgotek as a whole. WEI also coordinates recruiting of new psions. Orgosoft Farms is the division that grows, creates and handles the biotech that makes Orgotek so famous. Tekne Group focuses on tangible hard technology and is home to most of Orgotek's technokinetics, people who are more adept at communication with machines than with people. Lumen is Orgotek's smallest division, essentially their photokinesis and electromagnetism research and development branch, acting as R&D for laser weapons, solar-sail vehicles, sensory enhancement bioware and so on. The appearance of Chromatics caused Lumen's Xenology research budget to increase annually, with the hopes of developing weapons and equipment to counter these new enemies. This research group has matured into the Chromatics Countermeasures Group or CCG, devoted toward analyzing evidence and remains from this violent enemy.

Orgotek Operations has eight sections that provide security and defensive resources. The first provides regular self-defense training to all Orgotek employees, who are required to report to two-day self-defense courses once every two weeks. Aberrant Defense, well-known from news clips and action vids, is Orgotek's active, front-line strike teams. Site Security handles enforcement duties in and around Orgotek properties. Personnel Security handles personal protection of important staffers. Data Security keeps Orgotek's extensive information systems safe from intrusion and tampering. External Operations is the part of Ops that is 'for hire', offering contract security. The smallest department, Xenology, handles surveillance of alien races, including quarantining the captive Chromatics.

The eighth section, whose presence and operations are kept secret, is considered by Cassel to be his final option in any situation. Thus it is known as Option-8. Option-8 is Orgotek's "black ops" division, consisting of a mixture of highly trained psions and neutrals that handle only those duties considered too grim for the other Ops.

3>Orgotek and the FSA

To say that things are tense between Orgotek and the FSA government is clearly an understatement. The FSA is worried that psions may pose a threat to their control, and

may subvert the government. To prevent this, they sponsor a number of groups of militant psion-haters, including the Brotherhood of Human Purity.
Orgotek's Proxy would like to see the FSA government restored to the republic it was originally, but refuses to take blatant action. The notable exception seems to be in Mexico, where the EK's have taken the side of the freedom fighters.

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<1>CENTRAL AND SOUTH AMERICA
For centuries, the southern regions of the "New World" have been relegated to the status of third world importance. Colonies established by European powers struggled initially to satisfy their masters' wishes, then for freedom and finally just to survive their own divided natures. Underdevelopment seemed destined to keep Central and South American nations forever at a disadvantage, but remarkably it served as their salvation in the 21st and 22nd centuries. During the Aberrant War, the mutants seemed far more interested in other regions of the world, and thus left South America relatively unscathed. Furthermore, in a ravaged world, starved of resources, yet desperate to rebuild, the lush lands of the continent proved to be a veritable gold mine. Colombia and Brazil have become so rich and powerful that their only real enemies seem to be each other.
<2>Central America
In understanding the politics of the Mexican Occupation and the power of the South American nations, it can be important to at least be aware of the political entities that make up Central America. While none of them are as potent in influence as Brazil, Colombia or the FSA, their presence must be considered both in terms of economic impact and military threat.
<3>Central American Federation
Long ago unified by Spanish rule, and again in the 20th century by economic trade organization, the nations of Costa Rica, El Salvador, Guatemala,
Honduras, and Nicaragua banded together in 2055 in a bid to retain freedom from larger, more aggressive world powers. The government has been centralized in Managua, and most world powers, with the notable exceptions of Brazil and the FSA recognize the Central American Federation. The FSA claims that the CAF supports Mexican freedom fighters, and Brazil is bound by treaty with Belize. Colombia seems friendly to the CAF, though some believe that the violent separatist movements that still exist in all five states are funded with illicit drug money from the Colombian government. Others believe that these guerrilla groups are supported by the CSA in order to keep the CAF from assisting Mexico.
<3>Belize
Tiny beleaguered Belize owes its continued independence from the CAF to its sweeping agreements with Brazil that allow the latter to keep an extensive military presence based there on a full-time basis. The Central Security Agency is certain that Brazilian mercenaries generally use Belize as a staging ground before entering southern Mexico. Border hostilities between Belize and their Guatemalan neighbors date from centuries old rivalries.
<3>Panama
Valuable in the extreme for its canal, Panama was occupied in 2054 by Colombia during

the same military actions that expanded into Ecuador. As the years have passed Colombian control has simply increased, and, remarkably, remained relatively peaceful. Most Panamanians are happy to have the protection of Norca and the Colombian military against the CAF, FSA and Brazilian imperialism. The state also enjoys fantastic trade with the Caribbean underwater cities of Oceania.

<2>South America

<3>Brazil

Once a colony of European powers, Brazil is now a world power with her own colonies. It serves as a major center for environmental biotechnology, biosphere stabilization and biochemical research. Most of the political power rest within the five arcology districts: the Pantanal, Monto Grosso, Rio de Janeiro, Sao Paolo and Salavador. Soaring populations have forced over 90 million more to live outside these arcologies in squalid rain forest settlements. The wealthy live on the labors of poor citizens who cannot even slip into their masters glittering cities for a jealous look.

The military power of Brazil has very little presence in space, but is quite fearsome in terrestrial affairs. Brazilian mercenaries serve in conflicts all over the world, often testing and wielding experimental Norca biotechnology. There is little love lost between South American countries and the Federated States of America, and Brazil is no exception. It is unclear exactly what they are getting out of the deal, but Brazilian mercenaries increasingly cross through Belize into Free Mexico and head north to fight against the FSA. They refuse to operate in conjunction with any Mexican command structure, however, and some fear that they may not want to leave when it is all over.

<3>Colombia

Colombia, too, has grown into a much more powerful nation. It now controls the lucrative Panama Canal and has held Ecuador for almost 70 years. Colombia's power is built upon the drug trade, however. The first nation to fully legalize drugs, the Colombians soon realized the wealth of a world of business and taxation previously hidden from other governments by their own paranoid policies. The drug corporations of Medellin are rather disturbing organizations, however, as they are virtually open fronts for criminal cartels that still remain illegal due to their reigns of murder and terror. Colombian officials have fought with the FSA for years in a fruitless effort to open American markets. The prospect of an ally bordering the FSA in the years to come has caused them to invest considerable resources into aiding the Mexican resistance against the occupation.

The Colombian military publicly does very little to pursue their increasingly bitter rivalry with Brazil, but Proteus has discovered numerous examples of evidence that special operations forces have clashed with Brazilian mercenaries in Mexico, Peru, Venezuela and the Guayanas. Both nations also maintain extensive cartels, and these organizations surreptitiously battle for control of organized crime families in Italy, Israel, Russia, the Balkans, the New Ottoman Empire and even in the FSA.

<2>The Anti-Development Movement

—Excerpt from South American Anthropological Studies, Triton Archive

The incredible degree to which regional resources have been recovered and saved can be directly attributed to the antidevelopment movement which began in Chile and spread

first to Bolivia and Peru and then to the rest of the continent.

<3>Mapuche Nation

The Mapuche were one of the Araucanian native tribes that inhabited Chile before the Europeans invaded. For more than 200 years they fiercly waged relentless warfare trying to hold back the Spanish intruders, not submitting until 1881. In the 21st century, Aberrants were ruthlessly hunted by the Brazilian bandeirante hunters and generally fled to Venezuela or Chile. The resultant chaos wrecked the Chilean government and the oppressed Mapuche tribes once again seized power. They quickly destroyed the Aberrants, returned their lands to traditional ways, and sparked similar movements in Bolivia and eventually across much of South America. Their aggressive anti-development agenda has led to rumors of ecoterrorism, but this could easily be Brazilian propaganda. It is certain that there are clashes in the Andes Mountains along the Argentinian border, though.

<3>Bolivia

The success of the Mapuche in seizing power in their homeland sparked a resurgence in the tribal pride of Bolivia's Quechua and Aymara. After a relatively bloodless coup, the tribes seized the government and were soon bolstered by tribal immigrants fleeing violence in Argentina and Paraguay. European descendants soon began to leave as it became clear that the Bolivians meant to follow the Mapuche in aggressive anti-development and to capitalize on their renewed rule to punish past slights.

<3>Peru

With its large Quechua and Aymara population, it should come as little surprise that the rise of ancestral traditions rose to prominence in Peru as well. The trade capital Lima had already forged inextricable ties with the outside world, however, and resisted reverting. Refugees from Colombia's takeover of Ecuador and Venezuala's plagues brought further problems. The nation has never managed to fully regain its strength and seems caught in a balance of trying to keep its information industry capital in Lima and its natural beauty. To make matters worse, Brazilian and Colombian espionage agents conduct many operations here and sometimes engage in bitter disputes.

<3>Venezuela

Once the founder of OPEC, this country has fallen far. Aberrants fleeing Brazilian forces entered Venezuela early because it was already struggling with internal division. In 2055, Aberrants released dangerous germ warfare material into the populace. Colombian forces already in invasion mode hastily retreated as the plague decimated the citizens of Venezuela. Swiftly the entire country was cut off, shunned by the rest of South America. Anyone trying to escape was shot by opposing border forces. The Aberrants fell prey to their own weapon, and years later, Norca biokinetics demonstrated that the disease was being transmitted by the infested El Capybara rats in the jungles. Inoculations are now regularly sold by BioSystems corporation and Norca has assisted the government in building underwater cities off its coast. Caracas, the capital, is beginning to feel the benefits of undersea wealth, particularly oil, but already rumors are spreading like wildfire that the Colombians are building secret sealed bases inland and that Brazilian forces have been seen on the move. "Let them have it," is the response of most of the

populace who have turned their dreams to the ocean, “they shall reap El Capybara for their sins.”

<3>Argentina
Spanish conquistadors began this nation’s history with the early extermination of virtually every single native. Since that time it has always drawn a more cosmopolitan mix of Europeans than any other South American country. The 22nd century has not been kind to her, though. Her business has become weapon sales and mercenary war, all profitable throughout the various “dirty” wars of North and South America. Unfortunately, this same guerrilla fighting is tearing their own country apart as well; those who live to fight cannot seem to keep the peace.
<3>The Guayanas
A number of smaller countries have suffered greatly at the hands of their imperialistic neighbors in Brazil and Colombia. Considered weak and exploitable by the powerful factions that control the continent, Paraguay, Uruguay, Guyana, Suriname and Guiana have been contemptuously labelled all together under one title, “The Guayanas.” Current conditions in each state vary, but generally rebellious violence and oppression are the order of the day. In Uruguay, for example, terrorists armed with Argentinian support are trying to end the one year occupation by Brazilian forces in Montevideo. Guyana is struggling with a recent breakout of El Capybara’s Plague, and has begun purging itself of Venezuelans suspected of somehow starting it. The small countries regularly serve as the stepping stones of petty dictators rising to the top and foreign powers jockeying for political edge.
<3>Norca
[BEGIN SIDEBAR]
—transcript of Vid-series Pilot Speculation #24724-C2F, Author: Tammy Lamar, Agent: Austin Smith, Rafat, Incorporated, 1.12.2121
TL: What? You don’t understand why I want to make the villain a Norca psion? You gotta be kidding me. As the masters of biokinetic manipulation, these psions slip through the crowd undetected. Deadly as assassins who can disguise themselves effortlessly as anyone, the Norca are in deep with the governments of Brazil and Colombia. And there’s no surprise that they’re helping the Mexican freedom fighters as well.
Norca is exactly the sort of psions that the FSA love to hate. Biokinetics are, by their very association with Norca, members of an international crime cartel that controls illegal drug trade around the world. They are cruel, immoral and the closest thing you can find to an Aberrant-psion link proof-positive to these FSM and CSA people. Even on Strike Team Psion, the Norca psion is always the sneaky if suave and charming member of the team. And that’s the best PR Norca has ever gotten.
AS: But what makes you think that the Nordamerican public wants to see yet another vid about Mexico. Last season OBC cancelled their vid “Operation Lone Star” and MMI scratched their Tex-Mex documentary.
TL: But this is different. I’m telling you. You know that people just want to see the villain do psi tricks and get blasted in the end. Here we have the opportunity to make this druglord that always gets away, and always comes back to cause more havoc. They’ll hate him. And they’ll love to hate him. And we can translate it into Portuguese and syndicate it in Brazil, too.

AS: Look, you work on your story a bit, and I'll check with legal. And I'll get back to you. This is your OpNet address, neh? I'll be in touch.
[END SIDEBAR]
The Norca biokinetics have always been the most confusing of the psi orders to the public. They can take on the very images of the tainted Aberrants and yet they are renowned for the ability to assault the Aberrants. They speak incessantly of honor and yet they spend their time engaged in subterfuges that sometimes reveal the enemies of humanity and other times merely serve selfish greedy motives. In South American conflicts involving Brazil and Colombia, the biokinetics appear to be divided, and can be found on either side. It may be that they are intentionally playing both sides against the middle, however. However, if outsiders of any kind—other orders, aliens, Aberrants or other nations—interfere, Norca always is there to fight for their people. It is their honor.

<1>EUROPE (2250 words)
For centuries, European powers dominated world trade and shaped the face of politics in nations half a world away. Their downfall began with bloody revolutions in faraway colonies, followed by the rise of their newly freed possessions to power in their own right. The rise of the United States, India, Japan and China eclipsed European power. In an effort to compete they forged the mighty European Union which became a serious economic force for the first half of the 21st century. As with so many of humanity's other hopes, the Aberrant War destroyed the Union. With the OpNet crash of 2061, the wealth and stability of a century of prosperity dissolved into so many chaotic electrons. Many cities, including mighty Berlin and noble Stockholm, were levelled by the Aberrant devastation. When the Aberrants were driven from the earth by the Chinese Ultimatum, the hardy, proud people of Europe began to rebuild once again. The Union did not survive, undermined by the rising perception that only strong national governments could rally the people against outside threats. Individual nations began to rebuild and were well on their way to social and economic stability. The crashing fall of the Esperanza space station dashed these hopes apparently for once and all in 2114.

<2>Shattered Europe
—excerpts from a report by Lieutenant Diana Dietz, Sixth Legion
Your request for an appraisal of the current situation in Europe and with the public perception of the recent scandals involving the Aesculapian order has been assigned to me by my superiors. I hope that I can provide a suitably informative briefing. To be honest, things are a confusing mess around here.

<3>The European Commonwealth
Once serious rebuilding of the European continent began about 2070, it became awfully clear that the European Union would not be reformed. Still, the need for some kind of international organization could not be ignored. That's not to say that a lot of people didn't try their best. Politicians got fat preying upon the rampant belief that only strong local and national governments could bring order to the chaos. The church has regained a power, unseen since the Dark Ages, built upon the hopes of a ravaged people. In 2109, the common bonds of desire to rebuild, further chaos and outside manipulation led battered governments to formalize relations with the creation of the European

Commonwealth. In the last 11 years, the fragile international group has managed to forge an outlet that has kept some of the violent nationalism from becoming explosive and to negotiate the interests of the Europeans in the world atmosphere. No measure of the previous power and unity of the European Union has even remotely come out of the organization's divisive meetings.

<3>France

[I want an illustration of Paris, by the way, if I can get a picture of it in ruined condition perhaps.] Gigafiles have been written about the horrors that have beset France in the last century. During the Aberrant War, vicious mutant bands such as Les Nosferatu left trails of death and atrocity. More politically-minded Aberrants encouraged ancient rivalries with neighbors such as Germany to spark dangerous border conflicts. After the Aberrant Exodus, the French began rebuilding, but their efforts were hampered by continuing battles with European rivals and economic troubles driven by rebellion and labor unrest. In 2114, the final hammer fell like the hand of God from the sky. The *Esperanza* crashed to the earth and its fiery rain demolished Paris and the French countryside.

Now, the population is at a mere 13 million and falling every day as starvation, bloody fighting, disease and taint disorders raise the death toll. Scavengers pillage the ruins of undefended cities for whatever they can find. Small cities of only 10,000 or so, such as Marseilles and Lyons struggle to hold off the attacks of roving packs of bandits. The unfortunate people trapped in the country by neighboring nations fearing the disease and desperation of the French would do nearly anything to get out of their homeland.

<3>Germany

During the Aberrant War, Berlin was levelled. The political divisions still remaining after a century of outward appearance of unity came screaming into the forefront and unrest shattered the already crippled national government. After the war, various political factions fused together in a loose alliance, but little in the way of true unity ever developed. The official formation of the Deutsche Allianz did not occur until 2117, and it proved to late to prevent the seizure of some of the smaller German states by Poland. Around Frankfurt, the German Degenerative Socialist State formed with the ideals of the intellectual Dora Klimdt as their foundation. Her work, Der Welkende Staat, "The Withering State", described a system under communism in which the government would eventually wither away and leave behind a union of peaceful common purpose. She set out a timetable for ensuring that the system would actually move towards its ideals, and indeed a generation of political idealists were inspired to create her vision. The New Weimar democratic republic formed around the remains of Berlin and eastern Germany. Its conservative agenda is largely driven by the aggressive nature of its Polish neighbors. The strongest western state within the Deutsche Allianze is the Progressive Psycho-Social Commune which practices a totalitarian governing system designed with an eye towards the perfection of its citizenry. The amazing thing, given the incredible confusion created by the insanities of paranoid, insular tiny states trying to work together, is that this is one of the least troublesome areas for the orders and the Legions. The German people are trying to rebuild and do not seem interested in furthering the violent disasters of the past that still tear the rest of Europe apart.

<3>Great Britain
Some European nations responded early to the Aberrant threats with isolationist policies. After the mutant-made tidal waves that collapsed the Chunnel and heavily damaged London, Great Britain closed off her borders to all outsiders. Though the military had just as much trouble fighting really powerful Aberrants as humanity anywhere else, the nation avoided the rise of Aberrant cults by capturing and destroying lesser mutants and human sympathizers at the borders and rooting them out internally as well. London was rebuilt into one of Europe's most ambitious arcologies, complete with its own small spaceport. The British Home Guard is thoroughly focused on national security, and though it is quite efficient in preventing illegal immigration and dealing with minor Aberrant threats, it is so paranoid about psions that the Sixth Legion is not allowed to carry out operations here except under the most dire emergencies. Any psion coming to Great Britain should expect to be forced to provide complete identity information and carry electronic tracking devices at all times.
One darkly interesting note. The splinter group from the Catholic church centered in the Isle of Man, that of the Orthodox Catholics has really been stirring up some serious trouble. They are maneuvering for independence from Great Britain, apparently restricting themselves to legal and political activity. We have traced funds and personnel based in the area to terrorist activities in Italy, however.

<3>Italy
Our base in Rome benefits from the fact that Italy has remained relatively isolated from most of the disasters that destroyed much of Europe. The Aberrant War did not crush Italy like so many of its industrial northern neighbors. The falling *Esperanza* did not damage more than a few northern regions of the nation. The rise of the Catholic church in answer to the fears and dreams of the ravaged continent has also helped protect the country. Faithful adherents across the continent support the center of their religion. Unfortunately, religion is also the source of the troubles that do beset the nation. Terrorists with rather obvious connections to the Orthodox Catholic splinter group are busy conducting a bloody guerrilla warfare attempt to depose the "anti-Pope" Benedict and shatter the Catholic church in Rome. None of their attacks have deterred the Pope's struggles to bring peace and spiritual well-being to the people of Europe.

<3>Portugal
With the ruin of Europe in 2114 by the flaming wreck of the *Esperanza* and the disappearance of the Upeo wa Macho, Portugal stood upon the brink of plunging into darkness with the rest of Europe. Instead, they have benefited from the creation of the Lisbon free port. Acting as an open market for goods pouring to and from Europe from the rest of the world and even offworld, the trade city thrives due to its open policies towards all manners of commerce. Barring weapons of mass destruction, anything can be bought and sold here. The tax monies reaped from the control of the major port of Europe allow the Portuguese to make sure their military and police are well-equipped to deal with most of the problems that the rest of the continent face. The only real danger here is the occasional violent clash between rival underworld dealers made brazen by the lax restrictions on things normally illegal elsewhere.

<3>Spain
Yeah, I know, it's getting to be a depressingly familiar story, but here is another nation reduced to a past age by the crash of that damn space station. The six provinces formed into the relatively independent states of Aragon, Navarre, Castille, Leon, Andalusia and the Free Basque Nation. Basically, it's a familiar story—they try to hold everything together by meeting for group decisions in a central place, Madrid in this case, and try to survive from day to day. Bandits lurk in the countryside, and the populace has been reduced to subsistence farming for the most part. The only real internal strife is between the Free Basque Nation and its neighbors, however. The Catholic church is well-respected here, and those of us in the Sixth Legion don't usually run into too much trouble either.

<3>Switzerland
For a long time it has been a stereotype of European history that the Swiss manage to avoid trouble by remaining uninvolved or being luckily protected by their environment. Well, it's true. The crash of the European space station missed by miles, and the combination of the Alps and the Swiss military managed to keep outsiders intent on causing trouble away. Zurich-Geneva hosts our largest Legionnaire base in Europe and is the hub of banking and commerce for the continent and the center for most important international organizations. The technical headquarters of groups such as Aeon Trinity, the European Commonwealth and major relief organizations are all found within the Z-G arcology. Our own patrols are boosted by the Swiss military and hired mercenaries from the Second Legion. Not much trouble around here, unless you have a problem with boredom.

<3>The Balkans
Danger. Do Not Enter. Look, I can't overemphasize the problems in this area. We run full patrols as heavily armed as possible when we travel through here. The Aberrant War tore Greece, Bosnia, Serbia, Croatia and Romania completely apart and left a deadly wartorn region dubbed the Shatter. Loyalties here are divided between factions dedicated to the New Ottoman Empire, the Ukraine or various local warlords. 70 years of warfare have ensured that virtually every member of the populace is a walking fusionblast of hatred and survivalist tendencies. Even if we could bring peace to the area, the wounds of over three generations of killing would take a lifetime to heal.
Romania was pulled together from the Shatter by the evil, and I don't use that term lightly, despot Elsbeth Tzarich. No one doubts that this lady is completely mad, and she employs a renegade Aesculapian by the name of Dr. Boris Yerzinka to ensure that the reign of terror waged by her elite secret police, known as the Lash, is backed by the fear of unknowable pain. To make matters worse, her desperation to retain control has led to a mutual defense treaty with the Ukraine that has made Romania a staging ground for increasing conflicts between New Ottoman Empire and Ukrainian forces in the Shatter. Legionnaires cannot operate in the open in Romania without being shot on sight.

<3>New Ottoman Empire
As the only Muslim nation to mostly avoid the devastation of the Middle East by Aberrant forces, Turkey inherited the mantle of expansionist military-religious duty for

an entire faith. In 2070, the country annexed half of Bulgaria and a year later the newly declared NOE absorbed Macedonia and a number of smaller states from within the Shatter. Right now, rumors are rampant that Greece, Albania and most of the former Balkan states are engaged in negotiations to form mutual defense pacts with or even act as hosts for NOE troops. The NOE is the most populous and prosperous nation in Eastern Europe, but seems to be on an extreme crash course with the Ukraine. I would recommend that Aeon Trinity see if they can defuse the situation somehow, or the eastern portions of the continent may see greater and greater escalation of the fighting that already takes place between the two European juggernauts on isolated battlefields in the Shattered Balkans.

<3>Poland
With the collapse of Germany and the devastation of France, the Polish were left as the dominant industrial force in the region. Unfortunately, the economic collapse of much of the continent still plunged Poland into a depression. Hungry companies pushed for expansion and the Polish military moved to seize unprotected German principalities. Strong anti-war protest movements have formed, but the government seems driven by powerful political groups led by Polish entrepreneurs and corporate influences to continue to expand. Those Sixth Legion pk's stationed in Warsaw are pretty divided. Some of them feel loyal to the local government and have bought into the hype of German and Russian Aberrant sympathizers being a threat to Polish security. Some of the others think that the reports are Polish propaganda. Morale is running low and inter-Legionnaire disciplinary reports are on the rise. I think we should either close that base, or start moving prejudiced pk's to Rome and Z-G, maybe rotating replacements from neutral groups.

<3>Scandinavia
In 2027, Norway, Sweden and Finland moved to separate from the rest of Europe as the Northern Collective. I have read Triton division reports that suggest that this move may be one of the factors that weakened the European Union before the start of the Aberrant War, but I wouldn't dream of trying to say this to a Scandinavian. Certainly removing themselves from the politics of the Union saved them from many of the scathing effects of the war and the Crash that followed. Still, the Aberrant War was terribly draining, and the region had to struggle to rebuild the previous high standard of living. Stretched resources were pushed past their limits when the Northern Collective's enormous investments in the prohibitively expensive *Esperanza* station were scattered across Europe like so many flaming missiles. Bankruptcy swept through the technological corporate sector and poverty swept the nation. The region has begun to recover, but it will likely take years to completely rebuild the incredibly successful socialist system that once made the Northern Collective the envy of the world.

<3>The Ukraine
From their gray capital in Kiev, the leaders of the totalitarian military-complex in the Ukraine have built the greatest power in current European affairs. The Aberrant War ruined much of Ukrainian industry and left a populace of poor grain farmers ruled by a powerful soldier-state. Factions within the government decided that expansion was the

only viable long-term answer. Realizing that their capability of individually defeating any of their aggressive neighbors, whether industrial Poland, the New Ottoman Empire or even Chinese-protected Russia, the military leaders still understood that they could not afford to engage all three in simultaneous conflict. The Zmeia, or "Dragons", act as secret police within the country and conduct campaigns of espionage and assassination against their international rivals. The relatively recent arrangement granting Ukrainian troops virtual control of most of Romania has cemented their power in the Shatter zone, and those of us in the Sixth Legion are pretty worried that the cold war between the Ukraine and the NOE is starting to run rather hot.

<3>Russia
Most files recovered from before the OpNet Crash refer to Russia within the European context. The military power of the rising Ukraine has eclipsed Russian influence in the western arena. The Russian mob has more power in Europe than the once powerful nation can wield anymore. They control stolen stockpiles of century-old atomic weapons and are capable of bribing powerful psions into doing their bidding. Meanwhile, they pirate their own country's remaining wealth and military supplies while their people face the ever-present threat of some final Chinese invasion. Russia has been shoved from the European arena and struggles to survive in the Asian one.

<2>The Aesculapians
Look, you've all heard the story. Matthieu Zweidler, Dr. ad-nauseum extraordinaire discovers he has supernatural healing powers and forms one of the secret psi orders in 2103. What you may not know is that the Trinity is covering up so much crap these power-mad docs are doing that it's really starting to get me pissed. I say bring the bad apples out in the open and shoot the bastards before they spoil the whole bunch. I've met a lot of damn fine vitakinetics, capable of putting a half-dead man back together without a bit of equipment, stitching him up with the noetic flow of the very universe. Do we want to risk these skilled saints by making then pretend they don't see the shit their own order has tried?
The Aesculapians are Europe's best hope. Their miraculous healing powers are the very stories of hope and wonder that these people need. The supplies of medicine and food stored throughout the corporate side of the organization are sorely needed everywhere. I realize that the Aesculapians cannot solve all of Europe's problems alone, but they are exactly the sort of organization that is already in place to funnel any relief efforts that you people can afford to send.
The same features that attract the needy, bring the greedy and power hungry to the Aesculapian's doors. Bandits raid clinics and steal order vehicles. They even kidnap vitadocs and make them serve as walking medipacks. Recent evidence suggests that the Montressor organ bank is becoming tempting bait for one of the Aberrant cults. Two different assaults have included suspected collaborators with connections to the mutant Red Avalanche group. Given historical records of cultist atrocities, it can only be assumed that Zweidler will beef up security even more. Also, see the attached Aeon Trinity report. I think you will find it interesting.

[BEGIN SHADED OPNET ATTACHMENT]

Subject: Aesculapian Secrets
From: Emma Bailes, [Deputy Director, European Terrestrial Office]
To: Dr. Lucilla Alvarez, Triton Division; Kurt Harrison, Task Force Director, Triton Division
Encryption: DSE
Transmission type: textfile
Date: 15:04:14 1.2.2121
Those of you operating in Eastern Europe have been whispering about rumors about vitakinetics selling their skills on the black market. We have evidence that eastern criminal mercenaries have been undergoing voluntary experimental procedures that are hopefully unapproved by Zweidler.

<3>The Bioborg Procedure
While the Aesculapian Order does not have the ability to manipulate the cellular matrix in the extreme ways that Norca's biokinetics do, they do possess the ability to psionically stabilize critically dangerous biological systems. Apparently lured by the easy money of the Moskva mob, Dr. Vlad Krylov moved to Russia and set up a lucrative clinic. Unfortunately, recent autopsies of criminals slain in contemporary confrontations with police have revealed some disturbing suggestions.
Slain suspects evidenced greatly increased bone and musculature structures. Examination demonstrated that implanted tissue cultures had been successfully cultured into integrated grafts. Similarly, additional adrenal glands were discovered in a couple of cases. Triton division clearly proved that these were not cases of biokinesis or Aberrant syndrome. These murderers and hitmen had been turned into extraordinarily strong, sturdy, yet hot-tempered human killing machines with what essentially amounts to extreme invasive plastic surgery.
The chief difference between Krylov's bio-borg procedure and the illegal operations of the Huang-Marr conspiracy is that Krylov does not use Aberrant tissues. He focuses solely upon biokinetic technologies and manipulation of the natural organic form. This means that his work does not bear any mark of the taint and is frighteningly easy to transfer to any criminal cold-blooded enough to risk it.
Dr. Krylov disappeared just before a recent raid upon his clinic. It is feared that he may still be performing this dangerous reconstructive surgery. As the Russian mob currently operates in many locales around the world, his work may spread. Worse still, there are countries who would happily pay for just such a way to build a powerful army. And other docs might get, or may already have gotten, the same idea. Nor, indeed, can it be proved irrefutably that Zweidler is unaware of this development.
[END SHADED OPNET ATTACHMENT]

<3>Sixth Legion
As you know, we have only three permanent bases in the European theater: Zurich-Geneva, Rome and Warsaw. There a few difficulties that characterize every operation to which I have been assigned ever since I was assigned to the Sixth Legion. First of all, a lot of Legionnaires here seem more loyal to one or another of the countries than the order. Nationalism is considered a great virtue over here. Secondly, while Gianetta Mossalo, our Legion commander, may be one of the highest latents ever tested, she has no military

experience. Generals Bern, Emmanuel and Oder run operations pretty much however they want, and I have never felt like they were really happy being overlooked by a civvie. Sixth Legion definitely has its hands full. In addition to the problems I noted within the individual national zones, we are plagued by rogue psions and Aberrants. Dr. Krylov is not the only psion to pop out of the tank and run for the underworld.

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<1>AFRICA (2250 words)

United African Nations
Mali
Chad
Egypt – mention Free Cairo
Zambia
The Middle East
Upeo wa Macho – brief coverage
Fourth Legion

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<1>ASIA (2250 words)

China

Take Lu-chi, the Chinese manufacturer of the Yaosai armored car. From what we can tell around here at Proteus Division, the Ministry has been doing everything they can to shut down that factory without creating a stir. Sure, you might think, that makes sense, the damn company makes a biotech car that shuts down the telepaths' powers. But it seems to go deeper than that. Biotech like that doesn't come from outta nowhere. Seems that Mrs. Lu-chi was a Prometheus baby. She took a walk, and the Ministry doesn't like that, either. Still, even if that seems like enough, there is more. Take a look at the biotech in a Yaosai if you get the chance. They all got the same psi print sorta. Is Lu-chi just providing a service for people who don't trust the Ministry, or is she building up her own network?
If you are in China, and you hear the guy harassing you mention Mongolia or Korea, get out as fast as you can. You are probably slated for a work camp if you aren't careful.
Ulanbator Tao-ci-qi, the makers of Chinese supertanks, has even gotten quiet protest from the Ministry for their working conditions and ludicrous turnover rate. Let's just say that employees can't buy life insurance for all the yuan in the world.

Nippon
India

And the Bombay-based motorworks, Charminar keeps giving an awful lotta money to a charity called the Bhurano Foundation. They do occasionally get a crack designer or engineer out of the deal, some kid who got a scholarship and feels like paying it back, but is that it?

The Ministry – brief coverage

Speaking of psychological tests, Trinity has demanded that representatives of the Ministry of Psionic Affairs be taken on every mission. Those of you on the Khantze Lu

Ge mission can expect there to be some more Ministry agents hidden amongst the Chinese crew of their frigates. As you know, the telepaths are a cabinet-level division of the Chinese government. As Psi Minister, proxy Rebecca Bue Li sits on the Beijing State Council and has some pretty serious clout. The Ministry maintains offices in every Chinese territory and colony, and they are particularly anxious to reinitiate contact with the Khantze Lu Ge colony.

The Ministry's administrative HQ is in Beijing, with adjunct academic facilities at Shanghai Psi Institute and with training facilities in the Philippines. The Ministry is an official branch of the Chinese government, and as a representative thereof can expect to demand full legal cooperation from all Chinese citizens and institutions. In reality, though, the amount of cooperation they receive depends on the political ramifications of the situation and the personal agendas involved. But that's the way of the world, neh?

Officially, the Ministry draws its support from the Chinese military. Ministry agents do not typically take extensive direct combat training. Traditionally, they simply request the aid of the military commander in charge for the area in which they are operating. Once they have stated the Ministry and State objectives, they typically allow the commanding officer to make decisions as to where troops deploy and so on. Support troops for the Ministry's use are either very heavy armor, ready to assault the toughest foes, but very difficult to transport interstellar, or Chinese infantry regulars wearing light armor armed with assault rifles. As long as the objective is achieved, they generally do very little to interfere with the commander. On the other hand, they will often request prisoners and the right to interrogate them privately.

In the event that this information should prove useful to you, or that lack of it should prove dangerous, Proteus division has authorized me to provide you with some further information about the Ministry's recent activities. One activity which has provoked a secret complaint by Aeon Trinity to proxy Bue is the Office of Psionic Security's recent efforts in counterterrorism in the Codevelopment Zone, Siberian lands rented to China by Russia. Local rebels have consistently failed to recognize their government's agreement with China and have even taken up arms. Loath to risk a protracted war in occupied unfriendly territory, the psychbenders of the Office have taken another option.

Bands of Russian people have been captured and telepathically manipulated into believing that they are Russian special forces sent to maintain order. Their orders are to capture subversives and extradite them to the Chinese who rightfully possess rights to the Zone. This has allowed the Office to wage a war of paranoia and attrition upon the underground resistance movement in Siberia, but it has been bloody and the Trinity protests that it is quite unnecessary. The lesson here is the ease with which the Ministry can raise emergency support troops, right out of your own troops.

There is apparently a strange situation going on in China, in which it seems likely that some sort of power struggle is being waged between the Ministry and other factions of the Chinese government. Stay out of it. It might be nothing; it might be a big deal. But, it is definitely not our battle. Just think happy thoughts and do your job.

Chitra Bhanu – the fall
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<1>AUSTRALIA (2250 words)
The new Power - A new world leader
The Legions – brief coverage of the home guard perhaps a new Aboriginal uprising, or maybe trouble with one of the Malaysian peninsula powers. The First Legion

++
<1>ANTARCTICA AND OCEANIA (2250 words)
++

<1>THE STELLAR REPORT

Hot Spots in Space

Luna: Staging Ground For Invasion?

Threat Analysis by Tariq Thorpe, Al Alif, ISRA

Note: This Report Contains Top Secret Information and is for Internal Dissemination only.

As you might imagine, the Interplanetary School for Research and Advancement (ISRA) takes a special interest in Luna and any threats to our homeworld's single moon. The rest of humanity believes that *Huruf al Hayy*, our order's hidden headquarters, is in orbit far out in the Solar System. In truth it lies deep within the frozen rock of Luna itself. Furthermore, as humanity's ever vigilant sentinals, we know that Luna presents a tempting target to any of Earth's enemy's from our greatest foe the Aberrants to hostile aliens like the Chromatics.

It is hard to underestimate the tactical value of Luna in any prolonged military situation. Not only is the satellite home to millions of humans and several large corporations, it is also the strategic high ground in any kind of near orbit conflict. We like to picture the Earth as sitting at the bottom of a funnel. The moon rotates around the rim of that funnel with all the various man made satellites and space stations situated at various points along the funnel's interior. As is obvious, it is much harder to move objects up the funnel that it is to send them down. Sending objects like ships, weapons and personnel from the Earth to the moon requires significantly more effort than the reverse trip.

All this means that whoever controls Luna has a ready made weapons platform for use

against the Earth. Although modern spacecraft can easily reach Earth orbit, the Lunar advantage is still significant. A hostile force on the moon could, quite literally, rain down rocks upon the planet doing extraordinary amounts of damage for almost no cost. It also makes an ideal staging ground for a manned invasion of Earth, much like Great Britain provided the Americans a jumping off point for their invasion of mainland Europe in the Second World War.

Finally we cannot underestimate Luna's economic importance. Located at the top of our imaginary funnel, Luna provides the ideal staging ground for launching all manner of ships into space. It serves as the supply base for almost all of our orbital facilities as well as a source and clearing house for various important mining endeavors. Such a prize can never fall into enemy hands again.

I say again because we all know the story from the last Aberrant war when a cadre of Aberrants calling themselves the Space Brigade took over Luna's largest settlement: Olympus. The Space Brigade held Olympus for several years before they left in the Exodus, during which time they managed to win over a number of humans to their cause (probably through Taint powered mind control techniques unknown to us). During that time they were able to lash out against and destroy a number of important OMEN "deathsats" and cause significant damage to humanity's Lunar facilities. Fifty years later Luna is more populated than ever and such a cadre of Aberrant's unchecked could inflict truly massive damage.

The Aberrant Threat Today

Now the old enemy has returned, although today their tactics have varied significantly. In the last war the Aberrants lashed out without reserve, venting all of their hate and rage against anything that crossed their path. They seemed to act without purpose or design, at least on a strategic level. Today we know that at least some of the Aberrants now operate under the leadership of a powerful leader known as The Colony. This Aberrant mastermind has helped instill a sense of discipline and strategy among his followers, making the inhumanly powerful Aberrants even more dangerous.

The Aberrants have concentrated their attacks elsewhere (particularly Khantze Lu Ge) but have launched numerous small terrorist style raids against targets on Earth and Luna. These attacks normally focus against key facilities such as water and air dissemination nodes and key military and sensor facilities. Fortunately the sudden influx of Taint into the Lunar colonies always tips off our ever vigilant ISRA watchers to the existence of an impending Aberrant attack. The very source of their devastating power makes it impossible for these once human monsters to escape our vision.

In cooperation with the Lunar Advisory Council and the Unified Lunar Police Force, the Aeon Trinity has helped create a number Rapid Reaction Teams whose sole purpose is to counteract Aberrant incursions. These RR Teams usually consist of at least one seer from our Order trained for combat situations. We also have significant cooperation from the Legions and Norca along with local Lunar forces operating in a support capacity.

Stationed throughout Luna, these RR Teams receive word from ISRA as soon as any sign of Taint is detected. The closest team's seer then locks in on the Aberrants and guides the Team to the sight. If the threat warrants it, more than one team might be allocated to combat a single Aberrant incursion. The average response time is less than twenty minutes.

The Abberants tend to attack in small groups, usually with a single powerful Aberrant (third or fourth caste) accompanied by one or two less powerful aides and a number of Taint modified support troops. The Abberants always use their Warp ability to enter the target zone. This is a blessing and a curse. While the warp allows the Aberrants to appears on top of their intended target it also serves to send up a very bright Taint flare for our seers home in on. The Aberrants usually aim to cause as much terror as quickly as possible. As far as we can tell the Aberrants who actually possess the warp ability seldom participate in these attacks except to warp their comrades end and then rescue them at a pre-determined time and place.

Recently The Colony or whatever Aberrant controls these Lunar attacks has refined its tactics somewhat. It seems that the more obvious attacks are serving as distractions, allowing other Aberrants to carry out more circumspect missions such as contaminating the air supply, meeting with sympathizers, and other as yet undetermined actions. This makes our job harder but not impossible. RR Team leaders now know to look for any signs that the Aberrant invaders are simply trying distract them from some other threat. Unfortunately, Aberrant distractions tend to involve killing lots of innocent people and damaging valuable property so Team leaders cannot simply ignore these "distractions" and go looking for the real trouble.

Tactical Considerations

Conducting military operations on Luna presents a number of distinct challenges. The Lunar colonies consist of two very distinct environments. The older regions are entirely below ground and are now home to Luna's less well off residents. Recent technological advances have allowed Lunar colonists to build amazing and beautiful yet resilient structures on the moon's surface. These towers, domes, and other structures provide beautiful homes for the more well off and, while safe from natural threats like radiation and loss of pressure, are tempting targets for Aberrant attacks.

All Rapid Reaction Teams need to take special care when confronting the enemy in any of these above ground facilities. Stray shots from powerful weapons can cause massive damage, loss of pressure, and lead to the deaths of innocent bystanders. The Aberrants themselves do plenty of damage without our having to add our own collateral damage to the mix. Because breaches are so common in these conflicts, all RR Team members usually wear a BioVARG suit of some sort so that they do not suffer when exposed to the moon's harsh surface conditions. RR Teams assigned only to underground regions of Luna may or may not be issued such suits.

As a matter of policy, RR Teams are never issued explosive or armor piercing weapons of

any kind. The possibility of damaging the Lunar facilities is simply too great. Furthermore the narrow corridors and tight spaces within the moon lend themselves to close combat rather than long range artillery duels. Since soldiers from Norca comprise the majority of many of the RR Teams, there tends to be a general bias towards melee combat anyway.

Those who prefer to kill at a distance usually do use Aris Sonic Carbines and light arms that do not have the potential to cause significant unnecessary damage. Lunar support troops usually carry either sonic weapons or Banji Thunder Shotguns. The latter are especially popular because they cause significant of damage without being a threat to the facility walls and their short range seldom proves problematic indoors.

As far as the Legions are concerned, few pyrokinetics operate on Luna. The dangers associated with fire in a closed environment are simply too great. This is coupled with the fact that, in the even of a loss of pressure, there might not be enough air to fuel flame based attacks. Telekinetics and Cryokinetics are much more common.

The Aberrants of course feel free to use any of their powers. Since many Aberrants seem capable of surviving in a vacuum without any kind of space suit they feel perfectly comfortable in the moon's scant atmosphere.

Khantze Lu Ge: The War Continues

Status Report from Commander Jackson Friedrich, Legion Command

The battle for Khantze Lu Ge continues. Skirmishes between psions and Aberrants occur daily and larger engagements take place almost weekly. For now the Aberrant threat seems contained, but as you shall see, this is a temporary stability at best.

At the moment the Legion has managed to put a halt to all Aberrant advances but we are just barely holding the line. The Aberrants remain concentrated in the northern city of Kuan and still retain control of the planet's main space port and oxygen generation equipment. They hold sway over a human population estimated at 400,000 individuals, some of whom appear to be actively supporting the Aberrants. I shall come to these traitors in a moment.

Our initial reinforcement of Khantze Lu Ge caught the Abberants completely by surprise. They had been slowly but surely expanding their territory on the planet, confident that they would eventually have the whole world for themselves. These strategy seems consistent with the current Aberrant operations throughout known space. Calculated maneuvering and planning have replaced the rash, senseless actions of the First Aberrant War. Fortunately, our jumpships surprised them and we had a chance to hit them hard before they knew what was coming.

Our initial assaults drove the Abberants back to the area around Kuan and contained a few other pockets of Aberrant activity elsewhere on the planet. We managed to kill

several dozen Aberrants in the first few days of the campaign mostly when we caught one of them alone or lightly supported. Since then they have regrouped and now put up a stiff defense. Although we still do not have exact figures, we estimate their current strength at around 180 combat ready, full-blooded Abberants. That number, along with their support troops, is more than enough to hold us at bay unless we get reinforcements before they do.

The Subverted

The Aberrants maintain their position largely with the help of a number of humans whom they have either subverted with Taint or who have voluntarily joined the Aberrant cause. The presence of these collaborators presents a difficult challenge when developing a strategy for removing the Aberrants from Khantze Lu Ge. In many cases it appears impossible to tell which humans work for the Aberrants as slaves under threat of violence and which have voluntarily joined one of the various Aberrant cults.

The Aberrants have infected many of the voluntary traitors with Taint diseases of one sort or another, mutating them into Aberrant soldiers and canon fodder. Our psions can easily detect the Taint in these monstrosities, even when they still appear human. However, we now know that the Aberrants have kept a number of their loyal humans Taint free for the express purpose of using them as infiltrators and assassins. We need to find a reliable way to tell the difference between the subverted and the slaves unless we are willing to sacrifice all of them for the greater good.

There has been some suggestion that we should simply destroy the entire Aberrant infested region from space and be done with the problem. Those who argue for this course maintain that the Aberrants present too great a danger to humanity to allow them any chance at survival. The longer they hold onto their human captives the more powerful they become and, unless we stop them in a timely manner, they will eventually subvert all of their 400,000 captives one way or another. The nuclear option proponents maintain it is better to put those 400,000 out of their misery now and save all of us a lot of trouble in the long run.

There are a number of problems with this plan. First of all, many back home would object to such callous waste of seemingly innocent life. The conscious killing of 400,000 humans in order to kill less than two hundred Aberrants would not sit well with the public at large. Resorting to such measures proves to all the world that the psions cannot stand up to the Aberrant threat. Public support for the Orders, especially the Legions, would suffer tremendously.

On a more strategic level the plan has disadvantages as well. We do not know the Aberrant warp capabilities in Kuan, but it is entirely possible that a large number of the Aberrants could escape before the missiles detonated. We would have no way of knowing how effective our strike was.

Furthermore it would serve as a very poor example for any civilians unlucky enough to

ever fall under Aberrant sway again. Should the Aberrants ever assume control over a human population again the humans would be more likely to actually support their conquerors since they know that we would rather sacrifice them than help rescue them. For now it seems premature to launch any kind of weapons of mass destruction until we have tried more conventional methods.

The Factions

When we first arrived on Khantze Lu Ge after five years without contact we discovered that the Aberrants had split into two factions. As far as we can tell the original mission was conceived by and under the authority of the Aberrant leader known as The Colony. While The Colony may have masterminded the attack he appears to have taken little active interest in actually overseeing the operation's execution.

The Aberrant Kali originally had control over the operation but soon after the Aberrants arrived a group broke off under the leadership of another powerful Aberrant named Yog-Death. We know very little about either of these individuals since no one has survived any of the battles in which we know either of them participated directly. The schism seems to have run deep with he two Aberrants forming their own territories within the larger Aberrant enclave. It seems that the two feuded and even engaged in combat on numerous occasions, all the time spreading out over the planet.

Since our arrival the feuding between the two has all but stopped. There is some evidence that The Colony itself intervened, ordering the two leaders to set aside their differences and concentrate on defeating the greater threat (us). Although they have stopped fighting each other they are not by any means cooperating. Reports indicate that the two now view fighting humanity and the Legions as a kind of contest. Propaganda broadcasts from both factions now consist largely of the numbers of casualties inflicted on the Legions and free humans, comparing them to the numbers of "kills" the rival faction has accumulated. Invariable these broadcasts are pure fiction, but they do shed some light on the enemy's mindset.

Strategic and Tactical Developments

The fight for Khantze Lu Ge is a no holds barred endeavor. We must use every weapon short of fusion bombs to drive the Aberrants from our largest and most important colony. Any and all tactics that result in success should be considered. We must be merciless with the enemy, including those humans who willingly support the Aberrant cause.

Unfortunately the Aberrants have always been more ruthless than we can ever be. Recently forces under the command of Yog-Death have developed a new strategy when going into battle. They surround themselves with innocent humans in chains. Scans reveal that these humans are both free of Taint and apparently not in league with the Aberrants. These human shields make it almost impossible to strike at the Aberrants without killing innocent men, women, and children.

We have yet to develop any sure fire way of avoiding inflicting casualties on the innocents. Strangest of all, the Aberrants themselves always take great care not to harm their prisoners. They want to make sure that any humans who die do so at the hands of one of their own. All Legion personnel should endeavor to do their best to rescue these captives as long as doing so does not endanger the overall mission objectives set by their commanders.

Kali has begun employing human captives in a less subtle manner. The Aberrant leader has implanted a number of humans with some form of miniscule Taint infected nodule deep inside them. Scans for Taint almost never detect the tiny signature unless they are specifically looking for it. From a distance some powerful Aberrant, perhaps Kali herself, watches over the infected human until they come close to a target. Then the hapless human becomes the focus point around which a destructive warp field forms, tearing apart anyone and anything in the vicinity. Aberrants have used these human bombs as both terrorist weapons and on the battlefield.

This war is going to get much worse before it gets better. We need more troops and support from all of the Orders if we are going to rescue this planet in time. The Aberrants seem to be killing off thousands of innocents just to strike at us. Unfortunately they have many tens of thousands more at their disposal.

Averiguas: The Impending Revolution

Political and Military Analysis by Commander Patricia Arbalaez, Senior Norca Analyst

This Document is Considered Eyes Only and is for dissemination to Order members only.

Revolutionary Past

Averiguas comprises a vital component in our current plans for the overall defense of humanity. Pai de Norca has made it perfectly clear that under no circumstances can Averiguas fall out of our control once again. It is bad enough that we lost access to the planet for five years. To lose it in its entirety is unthinkable.

Averiguas began as a Brazilian government project to settle the barely habitable planet. The rocky, high gravity world is home to little more than lichen, and sits in a very unstable system that probably won't be habitable at all in another five hundred years. The Brazilian's thought that these rather unwholesome qualities made the planet a perfect location for a military training facility. Here the various Psion Orders could develop their capabilities, new bioware, and other weapons in a deserted, secure environment. Pai de Norca immediately saw the value in such a facility and our order became the project's foremost proponent.

We envisioned a very extensive facility on Averiguas, with start of the art training facilities, research and development capabilities, and hopefully a self sustaining food production. The Brazilians called the project the Association for Universal Advancement

and dreamed that one day all psion Orders would train and study there. The Brazilian government shipped thousands of downtrodden Euro-American workers to the distant world under strict but fair work contracts. These workers built the first sections of the center, starting with the necessary life support and hydroponics facilities and completing some of the basic training centers.

The Norca were the first and, as it turns out, only Order to take advantage of the Association for Universal Advancement from its inception. A number of our order consulted on the project from its inception and several set up Norca run facilities on the planet and began training and research programs.

Unfortunately things the Euro-American workers found life on Averiguas harsher than they expected. Complaining of the working conditions a number of them rose up in revolution against their lawful employers. The timing of this worker's revolt could not have been worse. The revolt, which put construction efforts to a dead halt and endangered the whole project began in 2114. Three months later the Upeo vanished and we lost contact with Averiguas.

The United Nations' recent mission to reestablish contact with Averiguas included a Brazilian Commander from our own order accompanied by 83 other Norca. Although representative from other orders came along as well, Norca members far outnumbered all others. After all we had made substantial investments of time and effort in the planet and were naturally eager to ensure that we recouped our losses as quickly as possible.

We returned to find that the rebels had firmly established themselves in control of the planet. The rebels had forced the relatively small number of loyal military, scientific, and political personnel out of the main installation (which they rather euphemistically renamed New Hope). The outcasts were forced to cram into a scientific research complex about fifty kilometers from the main settlement. The two groups seem to have lived in relative peace ever since.

Wisely our commander decided not to wade in fighting but rather to firmly and fairly negotiate with the rebels. No one wants bloodshed if it is at all possible to avoid it. Resorting to violence cannot help but have a very negative impact on our public image and standing within the Trinity.

Averiguas Today

Without question, Norca and the Brazilian government plan to reestablish our mutual control over Averiguas. The question is: how best to do this when faced with a large group of seemingly intractable rebels? First of all we need to determine a final policy about work contracts. All of the Euro-American workers agreed to multi-year contracts. Since none of them have the resources to buy out said contracts, it is our position that they have to complete them in full. We further contend that the five years during which time the workers stood in revolt should not count towards the completion of the contract. Therefore, many of these workers still owe us several years of service, in some cases as

many as five.

Unfortunately the workers do not share our impression of the situation. Worse yet, for some unknown reason, they have decided that they want to make Averiguas their permanent home. Surprisingly they have come to cherish their harsh existence on this near lifeless rock. Efforts to persuade the workers to give up on this obviously foolish dream have thus far met with little success. They have had five years to get used to the idea that Averiguas is there's and to allow their hatred for us to fester and grow.

Interestingly, a number of our own Norca who were stuck on Averiguas all this time have decided to support the workers' cause. These brethren claim that working conditions before the revolt were in fact harsh and dangerous and that the Euro-Americans had at least some justification for their actions. While we disagree with their conclusions, we cannot ignore their opinions since they have been on the scene for over five years. However, we will not give Averigus up to these rebels. We can only hope that, when and if the time for action comes, our fellow Norca do the right thing.

Military Concerns

Although military action on Averiguas is not assured, we cannot ignore the fact that it is possible that we need to use force to reestablish our position there. When and if battle does occur on Averiguas, in all likelihood it will be Norca, not the Brazilian government or the United Nations that does most of the fighting. We must make especially certain that we ourselves take care of any Norca members who decide to side with the rebels. The potential embarrassment of having UN or Brazilian troops fighting and possibly killing former Norca members is simply too great.

While we all find the idea of fighting our own abhorrent, we cannot ignore the possibility. Should events unfold in this direction, Norca members must take every possible step to both neutralize and protect the lives of these potential rebels. Our numbers are small and if there is any chance that we can rehabilitate these malcontents, we must take it. Kill only to protect your own life, and only as a course of last resort.

Although the Norca on Averiguas have been out of touch for five years, they may have access to some bioware that even we have not seen. Remember that Averiguas was an active military research facility before we lost contact. The Norca researchers there were working on a number of different projects that may have produced results still unknown back on Earth. For now the Averiguas Norca have kept their knowledge to themselves. However, we have heard rumors of advanced prototype BioVARGS and other bioformatted weaponry being developed there.

As for the rebels, without their Norca allies they are not much of a threat. Since all of the experimental weaponry consisted of bioware of one sort or another, the rebels did not have much they could seize for their own. The military facility did have a defense network of installed coilguns, missile launchers, and laser weapons which the rebels now control. While certainly a danger, the rebels are not trained soldiers and they do not have

any experience with real battle. A concerted effort on our part, in cooperation with Brazilian forces, could take the planet back easily and with a minimum of casualties.

The down side of the most effective strategy is that it would leave all or most of the rebel workers dead. While desirable from a military point of view, this leaves something to be desired from the public relations point of view. A full investigation by the Aeon Trinity or some other oversight group might find that we had behaved with more force than necessary. In this age when the Aberrant threat has returned we need to band together with all of our allies. We cannot afford to alienate anyone by massacring the one time civilian population of Averiguas.

The only course left is to try and disable them without killing them. We have refitted a large number Aris sonic carbines to cause temporary nerve damage, effectively stunning their targets rather than killing them. Thus, in combination with other non-lethal weapons will be issued to all Norca troop should the conflict become violent. While they may not seem like much in the face of coilguns and missiles, the public praise we shall gain by using them is deemed worth the price.

Karroo Mining Colony: Legacy of the Chromatics

Tactical Brief by Roland Thompson, Legion Commander, Phoenix Squadron

This Document is classified Secret and should be distributed on a Need to Know Basis only.

The Defense to Date

The Karroo Mining colony stands as a testament to humanity's ability to fight on in the face of the gravest adversity. The colony began as a combination research facility and commercial mining operation in 2109. Over the next four years the colony grew by leaps and bounds until and by 2113 it had become relatively self-sufficient. With a population of over 80,000 miners, scientists, and service personnel, the Colony had become a city in space.

The story of the Chromatics first assault on Karroo is well known within the Legion. The strange, light manipulating aliens attacked without warning, inflicting huge casualties before the colonists even knew what was happening. With the help of the Orders we were able to strengthen the colony's defenses and rebel subsequent Chromatic attacks. Our projections at the time estimated that we would have had enough strength at Karroo within half a year to secure the colony and launch effective counterattacks against the invaders.

Then, 2114 the Upeo disappeared. More specifically, the Upeo disappeared from Earth and we lost all contact with our extra-solar colonies. We assumed that, without support from Earth, Karroo would have no chance of holding its own against the Chromatics. As

it turns out we were both wrong and right about this assumption.

Although the Upeo had disappeared from Earth, the colonists report that they continued to have contact with the Upeo for the next two years. The Ministry has looked into these claims and finds no reason to doubt them. The Upeo made occasional, unannounced visits to the colony. Each time they brought weapons and supplies but refused to offer any explanation for the lack of contact with Earth. With the help of these supplies the colonists managed to hold on for another two years.

By 2116 the colonists were beginning to have doubts about their future. The Chromatic attacks continued unabated and the colony's defenses slowly deteriorated. Without a solid manufacturing base for high tech weapons, armor, and vehicles, it was only a matter of time before the Chromatics wore them down. In September of that year it looked as if the end was near.

The Chromatics fielded a massive fleet of attack ships, several times larger than any force previously assembled. The colonists prepared for the worst when, rather unexpectedly, three Upeo appeared. They claimed to have the situation under control. As the Chromatic fleet moved to almost within weapons range of the colony defenses there was a blinding flash of light that blanked everyone's sensor screens. When the screens cleared the Chromatics were gone.

Subsequent reconnaissance showed that the sight the Chromatics had once used as a base of operations was now gone as well. The Chromatics had based their attacks from a series of planetoids several million kilometers from the colony. The reconnaissance showed that, while some sort of facility once occupied the region it had been destroyed and nearly every sign of its existence erased.

This was not the end of the Chromatics but it did mean that they could never launch a massive assault against the colony again, at least not with the forces present in the region. The Chromatics have continued to mount attacks against Karroo for the past four years, but most of these have been in the character of small raids using hit and run tactics. While certainly dangerous and potentially deadly, none of these attacks has truly managed to threaten the survival of the colony as a whole.

What exactly the Chromatics hope to accomplish with these attacks remains unclear other than to prove a constant thorn in the side of the colonists. Certainly the colonists tend to inflict more damage than they take, especially in terms of lives. The Chromatics, while not suicidal in their tactics, seem to have no fear of meeting death in combat. Still the question persists: to what end?

Since we reestablished contact with the Colony in 2120 the situation has become much more hopeful for the colonists. Our new jumpships allow us to reestablish the old lines of communication and supply that disappeared with the Upeo. We have significantly reinforced the colony's defensive situation, repairing broken weapons and providing new bioware, and much needed support equipment. We have also established a renewed psion

presence on the colony. A fully integrated team of psions with representatives from all the orders now stands on permanent watch at Karoo.

Although the Chromatic assaults continue, the newly enhanced defenses and increased psion presence should assure the colony's security in the short run. We are close to one hundred percent certain that while the Upeo seem to have destroyed the Chromatic bases in the region they have not done anything about the Chromatic homeworld. The recent Chromatic incursion into Earth space proves that we can expect continued attacks from the Chromatics as long as their home base remains free and secure and that Karroo seems to remain a viable target for these belligerent aliens.

The Colony Revealed

The Karroo mining colony currently boasts a population of some 87,000 hearty souls, all of them veterans in one way or another of the ongoing conflict with the Chromatics. The colony, located on and below the surface of a large planetoid within the Crab Nebula. Rich in heavy metals and other valuable minerals, the Karroo station sits on a fortune in raw materials and provides support and access to several thousand more fortunes throughout the region. It is no wonder that, even now when they have a chance to return home, most of the colonists want to stay.

Originally a project run by the UAN, the Colony has been entirely self-sufficient and self-governing for the last five years. The current leader is Mayor N'gamba, a duly elected representative of the people. The Mayor acts as head of state but leaves most of the military matters to the UAN (and now Order) troops stationed on the colony. The locals have a positive attitude towards Earth and the Orders and Ministry representatives see no cause for concern about whether or not the colony plans to remain loyal to Earth.

The Colony itself consists of thirty-two separate modules linked together by access tubes. Seventeen of these modules provide shelter for the inhabitants while the other fifteen are given over to mining and industrial concerns. Over the past five years much of the colony's industrial capacity has been given over to the ongoing war effort. The colonists have done a fair job of both maintaining their old weapons and building new ones, including serviceable spacecraft.

Most of the colony is outfitted with gravity grids and all of the structures have heavy shielding to protect the inhabitants against harmful radiation. The colony's architecture is very simple and straight forward. Almost all of the corridors are three meters wide and three meters tall (although some larger access ways exist in the industrial modules. The walls are tough and resilient, but powerful explosives and armor piercing weapons can damage them and cause a breach.

Tactical Concerns

Most of the fighting at Karroo occurs in the space surrounding the actual colony. The facility has numerous automated and remote controlled weapons systems designed to

destroy incoming enemy craft. Since the Chromatics have evinced a more than passing immunity to laser weapons, the locals rely heavily on missiles, plasma weapons and coilguns. They also have their own squadrons of point defense and long range attack craft. As often as possible the colonists try to engage the enemy far from the colony proper so as to prevent any damage to their home.

The Chromatics on the other hand seem to love to fight up close and dirty. Whenever they can the Chromatics try to breach the facility and unload warriors. Inevitably this only leads to the death of all the attackers since the aliens never seem to retreat. Fighting within the corridors is quite dangerous both for the defenders and the facility itself. Chromatic lasers and bioweapons can tear holes in the colony's walls.

The human defenders have taken to using less destructive weapons when inside their own home. Unfortunately the Chromatics are especially deadly in close combat, so unless a psion has special confidence in his or her melee abilities, ranged weapons are advised. Shotguns are a personal favorite because o their high damage yet low risk to colony walls. The same holds true for sonic weapons. Plasma weapons are also popular since, while they do cause ancillary damage they seldom burn all the way through an outer wall, even with repeated hits to the same location.

The colonists have developed a special kind of coilgun ammunition, which uses a metal core surrounded by a rubbery plastic. The ammo also has a slightly lower velocity. The result is a weapon that still provides massive suppressive force against infantry targets, (easily enough to kill your basic Chromatic soldier) but not enough penetrating force to breach the colony walls. Although no longer effective as an anti-tank weapon, it has served the Karroo colonists well.

The Qin-Shui: Alien Terrain

An open report to the Aeon Trinity by Torrel Brendhurst, ISRA Threat Analyst

The Qin homeworld of Qinshui is the only planet that we know of where the alien race known as the Qin exist in substantial numbers. In fact, aside from their ambassadors on Earth, it may be the only place in the universe where the Qin exist at all. To date we have had rather limited access to Qinshui and many of its characteristics remain a mystery to us. However, a close analysis of all available records has allowed me to make some general observations about Qinshui, particularly in regard to the possibility of human forces some day becoming engaged in combat situations on the alien home world.

Some observers have described Qinshui as a kind primordial, biological soup. Dense clouds of low lying moisture cover most of the planet at all times. Direct sunlight is uncommon anywhere since the clouds and fog tend to diffuse the light. Nevertheless Qinshui is quite warm, the result of a world-wide greenhouse effect due to the thick atmosphere. Humans can breathe the air without any discomfort, although those of us from cooler, dryer Earth climes find the intense humidity uncomfortable.

Since the Qin do not appear to employ what we would recognize as traditional industrial techniques the air is surprisingly clear of toxins and pollutants. However, the amount of biological material such as pollen, airborne fungi, and other matter can cause distress for anyone prone to suffering from allergies of any kind. Aesculapian analysts have yet to make an authoritative study, but initial reports suggest that prolonged exposure to this spore rich environment could have negative effects on the human respiratory system. A number of the humans who spent the last five years on Qinshui have complained of respiratory distress.

The Qin have severely limited human access to their planet, so it is impossible for us to say if the observations made in and around the human embassy complex have any meaning beyond that region of the planet. Clairsentient observations coupled with orbital views do suggest that most of the planet is the same, even in areas where the geography and climate should be markedly different. The Qin seem to like things a certain way and appear to have gone to great lengths to adjust their living conditions accordingly.

This brings me to the most interesting aspects of Qinshui: the Qin's amazing biological technology and their ability to transform their environment as they see fit. The Qin do not ever build anything, rather they grow it. Even the Qin biosuits, weapons, and airships all seem to be fully organic, carefully designed life forms. For the Qin the very concept of hard-tech seems entirely alien.

The prevalence of biotech means that Qin tech and even their buildings are amazingly adaptable to the whims and the desires of their creators. In a matter of hours or sometimes even minutes the Qin can fully adjust the appearance, position, and sometimes even basic structure of their landscape. Nothing on Qinshui has managed to escape their touch. As far as our research can tell, the Qin have manipulated every single living thing on their planet to one degree or another. Every plant, parasite, and animal now serves some sort of useful or at least controlled purpose.

While all this biological engineering may have turned Qinshui into what the residents consider a paradise, for humans it is still a dangerous place. Three of our embassy staff on the planet, Maria Diaz, Laura Roberts, and Jerome Sandoz met with fatal accidents when they ventured beyond the confines of the human embassy without permission. Although some have suspected foul play, the autopsy confirmed that the deaths were accidental. Their tragic deaths serve as a warning to the rest of us that we do not fully understand this world and even though its inhabitants seem peaceful, the planet's alien nature still presents a threat to us.

The Aberrant Threat

The most alarming aspect of Qinshui has nothing to do with the Qin themselves. The Aberrants have, for the past several years, launched a series of raids on the alien world. We do not know whether or not the Aberrant's learned of Qinshui from us or discovered it on their own. While this fact may seem irrelevant now, it has important diplomatic implications. We have reason to believe that at least some of the Qin blame humanity for

the leading the Aberrants to their world. As such they feel that the Aberrants are our foes, not theirs and that they only attack Qinshui because of our presence their.

While it is impossible to say what the Aberrants are thinking or what their motivations might be, this analysis of the Aberrant presence might well be true. The Aberrants never made an appearance on Qinshui before we made contact with the Qin. We can only assume that our presence their drew the Aberrants to the world. The question remains however, why do the Aberrants attack the Qin?

Thus far the Aberrant attacks have been in the form of raids and quick hit and run strikes. They have made no effort to secure any permanent holdings on the planet or enslave large numbers of Qin. It seems unlikely that the Aberrants have any real use for the Qin as slaves. Even though we have yet to see a Qin outside of its biosuit, we can assume from the other lifeforms on Qinshui that the Qin might be too alien for Taint to affect them in the way it affects humans. Thus the Aberrants would gain no “new recruits” from Qin prisoners. Note that this conclusion is purely theoretical at this point. We have no direct evidence concerning the effects of Taint on Qin.

The Qin report to us that the Aberrant attacks have been deadly and destructive but on a small scale. They have not provided us with any actual casualty figures or information on how much valuable property suffered damage. Of course the Qin do not place as much value on property and equipment as we do since it seems a simple matter for them to grow replacements in a short period of time. Nevertheless, the attacks still cause significant disruption and have no doubt created an atmosphere of fear in the regions under attack.

We assume that the Aberrant attacks on Qinshui are part of the greater Aberrant strategy for its war against Earth. All indications point to the Aberrant leader The Colony as the mastermind behind the offensive and the attacks on Qinshui conform in general type to attacks against other colonies, the Earth, and Luna.

Fortunately it seems that the Qin military has the strength of arms necessary to deal with the Aberrant attacks, at least on the small scale. The Qin claim to have killed on Aberrant and severely wounded several others, driving them from the field before they could do much damage. At this time we know little of the Qin’s actual military capabilities other than the fact that they rely entirely upon bioware weaponry.

Operation Considerations

Although at this point we do not anticipate launching any military operations on Qin soil outside of defending our own embassy, the possibility for such an operation does exist. Field commanders sent into combat situations on Qinshui need to be aware of some the special hazards of fighting battles on the alien world.

First and foremost, the visibility will, in all likelihood be quite limited without some sort of electronic enhancement. The thick mists that surround the planet often give way to

torrential downpours. These make movement more difficult and can seriously impair the effective range of many firearms and even some heavy weapons.

More significantly, the terrain itself can pose quite a threat. What appears to be a tree, a bush, or even a rock is probably some sort of Qin engineered bioware. As the accidental deaths of three of our own show, these bioware items can prove quite deadly when approached without care. In the heat of battle a soldier can find that his cover from Aberrant attack turns out to be just as dangerous as the enemy.

Even when the terrain provides no direct threat it still might shift, change, or grow unexpectedly. Reports state that the Qin have whole fields where they "plant" bioware devices. Some sort of automated system causes these fields to rapidly grow new bioware whenever necessary. Soldiers operating in such fields should be aware that the landscape might change rapidly and without warning. Hopefully, if our troops are prepared for such eventualities, they can use this shifting terrain to their advantage.

As a final note, should the Qin ever request our help in fighting the Aberrants our troops should of course do everything in their power to help our potential allies. However, because the Qin waste nothing, soldiers should try as much as possible to limit collateral damage to the landscape. You never know what valuable bioware you might be destroying.

<1>CHROME PRIME

Tactical Database Online, Retrieving racial profile
Chromatics

All combat leaders should familiarize themselves with the capabilities of the Chromatics. Despite rumors and current developments, Chromatics should still be considered an enemy and a state of war still exists between our races.

The Chromatic soldier is a compact, powerfully muscled amphibian with proven ground combat skills and psionic abilities. He (or she) is a committed, determined opponent capable of great cunning and resourcefulness. Recent military action on Chrome Prime has provided us with a number of insights into the enemy's physical, mental and noetic abilities.

• **Physical Characteristics:** A Chromatic soldier stands 1.5 meters in height and weighs approximately 65 kilograms, all of it muscle and tough, flexible cartilage. Reflexes are 1.5 times faster than human norm on average. Chromatics are cold-blooded; without a source of heat they suffer impaired judgment and coordination, making cryokinetic attacks especially effective. A Chromatic has no less than three (3) hearts located at equidistant points around the torso — the primary between the shoulder blades and two set above the hips (in the same location as human kidneys), which provide redundant circulatory function. In addition, the alien has two (2) brains, but the organ

located in the Chromatic's "head" appears to control cognitive reasoning and voluntary muscular functions. A Chromatic can lose one or more of these critical organs and remain functional for a small period of time — make sure your enemy is dead before you leave him in your rear area!

• **Mental Characteristics:** The Chromatic soldier is motivated and aggressive, willing to attack forces much larger and better-equipped than his own. Chromatics operate in tactical units similar to a squad formation — five to nine troops, led by an officer of indeterminate rank. Six soldiers per squad seems to be the Chromatics' preferred formation. One soldier supplies photokinetic illusions and blending for the squad, while the others protect that soldier and engage the enemy. Targeting this individual first is a top priority — but do not assume that it is the only one of them capable of generating illusions.

Officers have effective leadership ability, but lack technical proficiency. Chromatics as a whole use relatively little technology — some laser weapons and portable equipment, but virtually no support vehicles or artillery. Chromatics favor swift, hit-and-run raids and ambushes, which are especially effective when combined with their ability to psionically conceal themselves. Do not pursue a retreating Chromatic force unless specifically instructed to do so by higher command, and never take any enemy camp at face value.

• **Noetic Characteristics:** The Chromatic soldier possesses high natural talent and proficiency in photokinesis and, to a lesser degree, pyrokinesis. Despite information being disseminated by civilian sources, psionic strength is as individually varied in the Chromatic race as it is in human psions, but their soldiers appear to be selected for their noetic strength as much as for their physical abilities. Assume every enemy encountered is a photokinetic of exceptional ability, and act accordingly.

Tactical Database Online, Retrieving system profile
Chromatic Home System
Chrome Prime, Primary Target

Sun: CSGC 4:5112:35:21-G

Sun's Spectral Type: G0

Number of Planets in System: 5

Number of Gas Giants: 0

Number of Asteroid Belts: 1 (5AU from sun)

Planetary Data

Name: Chrome-Prime (no known native referent)

Source: psionic survey, post-operation debriefing, sensor scans

Planet Mass (Earth = 1): 1.1

Equatorial Diameter: 11,300

Planetary Gravity (Earth = 1): 0.94

Water Content (Earth = 0.75): 0.45 (subsurface) 0.002 (surface)

Atmosphere: nitrogen, oxygen, some sulfites

Rotation Period: 26 hours

Indigenous Life: Chromatics, various flora and fauna

Population: 1 billion (approx.)

Closest Distance to Earth: 8,600 light years

Primary Satellites: none

Notes: Planet extensively tunneled. Most habitation areas are in these subterranean tunnels, localized near the planet's equatorial seas. Surface sites are primarily industrial or military in nature, placed near appropriate resources and population areas. Technology levels vary widely, primarily late 18th century with some higher technology facilities, including biotech fabrication plants. It is assumed that the higher technology comes from the 'gods of light' that the Chromatics have been established to worship. Planetary defense nets are light but capable of repelling smaller incursions such as the rescue mission that was recently attempted.

An asteroid belt rings the planet is apparently the remains of a destroyed moon. The Chromatics are known to be using these asteroids for mining and shipbuilding purposes. It is presumed that they may be creating some type of orbital defense systems in these asteroids after our recent incursion. Any further action attempted against Chrome Prime should proceed with extreme caution.

Aliens

The Chromatics (2250 words)

Tragic villains – the Malefactors faction of the Doyen has seriously misguided them as to the true nature of humanity. They believe that humanity and Aberrants are the same thing, not just Aberrants being a chip broken from humanity.

Society – the place of each being is in its place

<1>THE COALITION
<1>FUTURE ANALYSIS—BATTLES TO COME
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[The following section is the black and white rules section that is to be titled as below.]

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The Rules Section (our section of this is 50,000 words, plus whatever portion of Orgotek Jack/Richard use)

(25,000 words from Intro. to VARGs)

<2>RULES CHANGES AND ADDENDA

The Trinity universe is nearly as dynamic as our own. Of course, military conflicts are the focal point of the Trinity Battleground wargame. The original boxed set really exclusively focused on the fierce battles between the Legionnaires, particularly the Seventh Legion, and the horrible mutant Aberrants. The Trinity Battleground Player's Guide is meant to allow you to field any of the myriad other forces that can take the battlefield in the detailed Trinity universe. You can now lead an alien assault force, one of the other psion orders or even a force from one of the deadly special operative teams trained by most world superpowers or subversive organizations. You will also be able, finally, to bring the critically important firepower of military vehicles to bear against your enemies. All of these additional rules add an exciting element of variety and complexity to the wargame that will hopefully let you enjoy the competition of humanities' triumphs and failures in their struggles against a sometimes hostile universe.

One caveat bears mentioning, however, and that is the reminder that this is meant to be a game wherein you and your friends enjoy yourselves. If the no-quarter-given battles you

are waging on the tabletop are leaking into the real world, take a break. Take a few deep breaths. Maybe go out as a group, grab a drink and relax for a while. It's just a game, and we want you to have fun. True victory is playing your best, being a good sport and leaving the battles in the box when you are done. Real winners still have friends at the end of the day.

<3>NEW BASIC RULES

Playtesting in the White Wolf offices and by Trinity Battleground writers has suggested additions to the basic rules of the game. In some cases these are minor adjustments and in others they are solutions to new situations.

New Support Troops Rules

A team of armed soldiers firing upon an enemy target are certainly more likely to cause casualties and damage than a single combatant. When a support troop squad fires at an enemy, add one extra die of damage for each support troop after the first to any hits on an enemy. Only support troop members who can achieve line of sight on the quarry can be included, however. Therefore, for example, if Conrad's five-member Support Squad Avenger support squad fires upon Chris's Caul Fein Aberrant, they add four additional dice of damage to any hits scored with their firearms.

Just as a trooper who cannot see an enemy cannot participate in his unit's fire upon that enemy, such an enemy cannot fire upon the concealed trooper. Support squad members that are not within line site of an enemy cannot be slain no matter how many levels of damage are scored by a Ranged attack. Similarly, Heavy Weapons attacks can only kill support squad members within the attack blast radius.

Close combat by a single soldier against a group is never easy. Units or models engaged in close combat with a support squad cannot cut down enemies with the abandon afforded by automatic weapons or missile launchers. Damage done in close combat does not carry over to kill additional support squad members. Each hit in close combat can only kill one support squad member or model.

Tunnel Fighting

Many situations can lead to fighting between opposing forces in extremely limited quarters. There have been deadly fights between Seventh Legion psions and Coalition warriors in the alien corridors of the Coalition ark. Other Legionnaires from the Fifth commonly engage in vicious combats with Aberrants in the extensive tunnels beneath the Blight Zone and in the volcanic shafts of Las Desolados Federal. Federated States Military spec-ops units are forced to root out Mexican freedom fighter cells that have dug well-hidden warrens during their decades long resistance.

High speed, reckless moves and weaving dodges simply cannot occur in tight tunnel quarters; there is no room. To represent this, in tunnel fighting scenarios, no models or support squads can be assigned Charging of Evasive Maneuvers action counter. Furthermore, unless your opponent agrees that the tunnels are for some reason large enough to accommodate warcraft, no vehicles may be fielded by any force restricted by a tunnel fighting scenario.

Chromatics have evolved for millennia in the tunnels of their home world. They are masters of swift ambushes in their underground realms, and therefore they are allowed to

use the Charging action counter. Even these skilled warriors cannot dodge through walls, however, and therefore cannot use the Evasive Maneuvers action.

[How to lay out boards, poster paper for hallways. This is a portion you said would be written in-house there, Chris.]

<1>THE ORDERS

The Orders

Interplanetary School for Research and Advancement (ISRA)

-textfile conversion, Shaheen Mustafa, Lieutenant Commander, Al Alif Mashriq, ISRA

Most of the world considers our order to be made up of deep thinkers, dreamers, and visionaries who have no direct interaction with the rest of the world. While this may be true of many in the order, there are those of us who engage in more, shall we say, active pursuits.

Many outsiders are not even aware that within ISRA we have a number of different sub-groups called Mashriqs. Each Mashriq concentrates on a different aspect of ISRA's greater goals. Some focus on noetic research and exploration of space through the mind's eye. Others act as spies, watchers, or spiritual leaders. Every Mashriq has its place and all of our works are important.

My Mashriq, the Al Alif, falls into the category of the more "active" Mashriqs. Sometimes the press or outsiders refer to us as the strong right arm of ISRA (not without a little irony I think). This characterization oversimplifies our role. We know that the heavy fighting is best left to the other orders like the Legions or Norca. However, we as a people are at war again, and ISRA would be remiss in its duties if it did not do all it could to fight the Aberrant menace any way we can.

Abbas Kastami founded Al Alif under the guidance and aegis of Proxy Otha Herzog himself. Abbas conceived of the Mashriq as a group of dedicated clairsentients focused on rooting out the corrupt and bloodthirsty hidden among humanity. At first we focused most of our efforts on finding, hunting down and bringing in rogue psions from any order. Since the return of the Aberrant threat we have expanded our brief to include Aberrants operating on Earth and Luna and anywhere else that humanity claims as its own.

The members of the Al Alif receive rigorous combat training comparable to that of any of the other Orders. We are not the kind of people who sit around in comfortable rooms and spend our days letting our consciousness travel across the galaxy. We prefer to use our clairsentient powers in more direct ways. We even engage in front line battles with the Aberrants (and more recently the Chromatics).

When possible however, we prefer to capture our foes rather than simply kill them outright. Like all members of ISRA we value knowledge greatly. Al Alif also values justice, particularly when it comes to rogue psions who have broken their proxy's trust. Killing such vermin outright is only doing them a favor. As for the Aberrants, killing them is a favor to humanity. Although capturing them can prove valuable, killing them is usually much more practical. The safety of the psions, the order, and humanity must always come before knowledge when dealing with the Aberrant threat.

Clairsentience

Generals and historians alike have long known that they key to winning most wars is having accurate, reliable information about your enemy. ISRA's clairsentients provide that information with a degree of insight previously unseen in the annals of human warfare. Clairsentience allows the psions to look behind the walls, see within the secret meeting rooms, and seek out the enemy wherever he might hide.

In battle ISRA uses their abilities to both monitor enemy movements and direct attacks against them. It is almost impossible to surprise a force accompanied by a proficient clairsentient. Most of the powers listed here deal with helping the psions deal with their enemy from a tactical and strategic point of view. Clairsentients possess no powers capable of directly harming an enemy, but they can use information to make normal attacks much more deadly.

Basic Technique: The Sight

Every ISRAn possess this basic ability that allows them to tune into the patterns of psychic energy flowing through the world around them. They become immediately aware of any disruptions in that flow, especially those disturbances caused by the presence of Aberrants or large amounts of Taint.

Every member of ISRA automatically knows exactly how many Aberrants are on the board at any time and their general location (a four inch radius area in which the Aberrant sits), even if they are hidden for some reason. Furthermore, whenever an Clairsentient wishes to make a ranged weapons attack against an Aberrant target he may take measure the distance before declaring his action.

Other beings leave their own distinct wakes within the constant flow of psi energy. Chromatics, Qin warriors, and even the entirely hardtech Coalition all leave distinctive signatures. This means that the Clairsentient can measure first when fighting these foes as well. However, their signatures are not strong enough for the ISRAN to automatically know the locations of hidden troops from any of these alien races.

Mode: Psychometry

Everything in existence has an aura that it imprints upon the psi landscape. Psychometry

allows the psion to study these auras and interpret a variety of information about the subject from them. In combat situations the Clairsentients use this power to perceive weaknesses in enemy targets and better aim their attacks as well as helping to discern the enemy's goals and actions.

Find the Flaw

Range: 20" Damage: None
AP's: 2 Attack Roll: None
Psi Cost: 2/+1bonus Template None:

Extending her consciousness to encompass the entirety of a single person or object, the psion immediately becomes aware of all of the minute flaws, defects, and weak points within the target. This allows the psion to aim her attacks precisely and thus cause even more damage with her attack.

For every 2 points of Psi the Clairsentient spends she gains an additional die when rolling for damage. The psion activates this power after declaring attacks but before she rolls to hit. The psion gains the power's benefits for all attacks made against a target during that turn.

Insight

Range: 20" Damage: None
AP's 2 Attack Roll: Psi
Psi Cost: 3 Template: None

The Clairsentient becomes aware of everything about a specific target down to its basic cellular structure. This allows the psion to know exactly how well trained the target is, what kinds of weapons they are carrying, and what their current physical condition is.

The psion makes a Psi roll and must get at least one success. Every success allows the player to look at a single enemy unit's character record sheet for five seconds. The psion must use the power again if the player wishes to look at another sheet. This allows the psion to know everything from the target's current Health level and Psi or Taint score to what weapons or mutations the target possesses.

Oak in the Acorn

Range: 20" Damage: None
AP's: 0 Attack Roll: Psi
Psi Cost: 3 Template: None

By opening himself up to the entirety of a target's past the psion discovers the intricacies of the relationship between the person and the person's equipment. This allows the psion to target attacks directly at the target's equipment in the most effective way. This even

works on Aberrants, allowing the hero to attack the specific body locations that are key to using the Aberrant's offensive and defensive mutations.

First the psion makes a Psi roll and must gain at least 3 successes. This allows the psion to attack any single equipment card on the target's Character Record Sheet. The attack is made as normal, with the target using their full Soak score (including all armor) to resist the attack. Instead of damaging the target, the psion damages the equipment. A piece of equipment must take more wounds than the number of spaces it takes up on the record sheet. Wounds do not accumulate from attack to attack. The psion must score all of them in a single attack. For example, most small arms take up one space and thus require 2 or more wounds to destroy. Larger weapons and armor take up 2 spaces and thus require 3 or more wounds.

Selective Amnesia

Range: 0"	Damage: None
AP's: 0	Attack Roll: None
Psi Cost: 3	Template: None

Clairsentients have such minute control over noetic forces that they can actually make very fine adjustments in their own mind using Psi. Although nothing like the abilities employed by The Ministry, these techniques come in handy when the Clairsentient wants to protect his own mind from outside influences (something Clairsentients are particularly susceptible to). This provides a fair degree of protection from any sorts of Psi or Taint attacks launched against the psion's mind.

The psion may activate this power as soon as they come under the effects of any Psi or Taint power directed at their minds (such as the Taint Power Synaptic Disrupt). The attacker suffers a -4 penalty on any Psi or Taint rolls associated with using the power.

Subliminal Communication

Range: 40"	Damage: None
AP's: 1	Attack Roll: None
Psi Cost: 2	Template: None

By carefully adjusting small aspects of the noetic flow and structure of the universe the psion can send powerful and evocative messages to his fellow psions. In this way he can share information gained from his Clairsentient abilities in a fraction of the time it would normally take to describe them. As a result the psion's comrades can experience all the benefits of the Clairsentient's observations.

The psion makes a Psi roll. Each success allows him to communicate with one other comrade within the range of the power. All figures contacted now receive the benefits of any other Clairsentient powers the psion has used that turn. For example, if a psion uses Find the Flaw to seek out the weak point in a target and gain a +1 damage bonus he can

share that bonus with others by using Subliminal Communication.

Mode: Psychonavigation

It is impossible to understand where you are going unless you know exactly where you are. Likewise it is impossible to know where you are unless you know where you are going and where you have been. The Clairsentient uses Psychonavigation to unlock to secrets of Space, sending her consciousness far and wide without the body ever moving. This Mode is the key tool used in navigating spacecraft as they jump from one world to another and thus is vital in establishing the link between Earth and the rest of existence. On the more local field of battle psychonavigation has its uses as well, although admittedly somewhat limited ones compared to the dramatic powers of some of the other Orders.

Blood Hound

Range: 30”	Damage: None
AP’s: 3	Attack Roll: Psi
Psi Cost: 3	Template: None

The Al Alif uses this power to hunt down specific traitors, rogue psions, and other unsavory types. The Clairsentient imprints the target with a specific Psi signature which the psion can then home in on at any time using this ability. This not only helps the psion hunt the target over long distances, it helps him capture the target when the final confrontation comes. The psion has intimate knowledge of the target’s exact location, current movements and general attitude, allowing the psion to more accurately place his attacks.

The psion can only imprint one target at a time. Any figure within the power’s range can be imprinted by making a successful Psi Roll and spending 3 psi points. It costs 1 psi point per turn to keep the imprint active. As long as the target remains imprinted, the psion receives a 1 die bonus on all attacks versus the target. Furthermore, the psion always knows the target’s exact location on the battlefield.

Dowsing

Range: 40”	Damage: None
AP’s: 2	Attack Roll: None
Psi Cost: 3	Template: None

The Clairsentient’s expanded consciousness allows her to tune into the psychic residues of certain kinds of items or physical characteristics. She can search the entire region around her for anything that matches those characteristics, such as a specific kind of weapon or a particular Aberrant mutation.

The psion chooses one item of equipment, such as a weapon or even an Aberrant

mutation. She then spends the Psi. The opposing player must now reveal the location of any and all characters who possess the item or mutation the psion is looking for.

Orientation

Range: 0” Damage: None
AP’s: 0 Attack Roll: None
Psi Cost: 3 Template: None

The Clairsentient’s expanded cosmic awareness has given her a perfect knowledge of her place within the universe. On a more local level, this means that a psion using this power always knows the quickest way to get from point A to point B, down to the best places to place her feet as she runs. She also knows how to best take advantage of any available cover, keeping as much between her and the enemy as possible.

The psion activates this power at the beginning of their action phase (except Rout). For that entire phase the psion receives 2 extra AP’s that may only be used for movement. Thus during Move and Shoot the psion could move 2 extra inches, during Evasive Maneuvers she could move 3 extra inches (1 ½ time 2) and during a charge she could move 4 extra inches. Furthermore, the psion receives an additional -1 bonus from all forms of cover (Light Cover provides a -2 modifier, Heavy Cover -4).

Psi Cloak

Range: 0” Damage: None
AP’s: 0 Attack Roll: None
Psi Cost: 2 Template: None

Adjusting the flow of the noetic flow around herself allows the psion to hide her presence within the flow from all who have the ability to sense such disturbances. While this does not make the psion invisible to the naked eye, it does cloak him from all other kinds of mental detection.

It is impossible to detect the psion’s presence using any form of Psi or Taint power, including the Aberrant power Detect Psi. Many Clairsentients use this power to remain hidden in cover while they use their other abilities to aid their comrades in the ongoing battle.

Ride The Storm

Range: 0” Damage: None
AP’s: 4 Attack Roll: Psi
Psi cost: 5 Template: None

The Clairsentient totally opens her consciousness to the world around her, opening herself up to the will of the implicit order of things. She becomes so in touch with the cosmos and the subquantum universe that she is actually able to subtly manipulate events around her. There is a price however, she loses some of her own ability to act even as she influences the actions of others.

The character spends 5 Psi makes a Psi roll. The number of successes go into a "success pool" that the psion has access to for the rest of the game. At any time the psion can use this success pool to raise or lower the number of successes for anyone on the battlefield. However, every time she does this she must also spend two AP's. If she has already used her AP's that turn she cannot access the pool. This power cannot be used again until the psion uses up the entire success pool.

For example, a psion uses the power and gets four successes. These go into her success pool and stay there in reserve as long as she wishes. The next turn one of the psion's friends comes under attack by an Aberrant who scores three successes to hit its target. The Clairsentient has not used its AP's yet, so she decides to spend 6 AP's to activate 3 of the success from her pool and thus subtract 3 from the Abberant's success total (and causing it to miss). The psion still has 1 success left in her pool which she must spend before the can use Ride the Storm again.

Mode: Telesthesia

This Mode allows the Clairsentient to project her consciousness outward and sense distant places as if she were there. On the battlefield this provides the psion and her comrades with invaluable information about enemy movements and helps the psion direct artillery attacks and other kinds of weaponry against enemy positions.

Active Defense

Range: 20"	Damage: None
AP's" 0	Attack Roll: None
Psi Cost: 4	Template: None

Opening his consciousness to an opponent's physical and mental state allow him to better anticipate what his opponent's next move is going to be. Thus the psion has a better chance of avoiding or counteracting any incoming attacks. This ability works much better in Close Combat where the action tends to be less predictable under normal circumstances.

The psion may choose to activate this power as soon as he enters close combat or comes under fire from an enemy within the power's range. By spending 4 Psi the Clairsentient inflicts a -1 penalty on all attacks from the target for the rest of the turn (in addition to any benefits of cover with a maximum modifier of -4 instead of the normal -3). If the attacker is in close combat he
suffers a -3 modifier on all attacks that turn.

Danger Sense

Range: 0” Damage: None
AP’s: 0 Attack Roll: None
Psi Cost: 3 Template: None

Always aware of their surroundings, the Clairsentient is instantly aware of any attacks against his person. This power activates automatically when the psion is about to be the target of an attack. If the player desires, spend 3 Psi. The psion may immediately make a Take Cover action, moving to the nearest cover and avoiding being hit. If the psion has no AP’s to make the move then he senses the danger too late to act.

Omniscience

Range: 0” Damage: None
AP’s: 5 Attack Roll: None
Psi Cost: 5 Template: None

The psion uses his telesthetic abilities to provide a vision of the entire battlefield down to the most minute detail. He is now aware of everything that is going on. Nothing remains hidden from his view. With this information the Clairsentient can help direct his fellow soldiers in battle, allowing him to better direct their attacks and seize the initiative of battle from the enemy.

When a Clairsentient uses this power he automatically discovers the location of anything and everything hidden on the board. Furthermore, on the turn following the turn in which the power is used, the Clairsentient’s side gets a special Initiative bonus. At any point in the next turn the Clairsentient’s side can activate two units in a row rather than switching back and forth as normal.

For example, the a psion uses Omniscience during Turn 1. In Turn 2 during any of the Segments, the psion player can activate two of his characters in a row instead of waiting. Thus, if the psions won initiative they could take two actions before the enemy got to do anything.

Remote Sensing

Range: 40” Damage: None
AP’s: 2 Attack Roll: None
Psi Cost: 3 Template: None

Projecting her senses to the enemy’s location on the battlefield, the psion is able to home in on a target’s specific location and translate that information into coordinates for calling in indirect fire on the target. The psion can use the power to target indirect fire weapons

such as grenades and rocket launchers at enemy units that are behind cover and normally impossible to attack. Even targets hidden on the other side of a wall become valid targets. A psion with a link to other units (such as Subliminal Communication) can even convey this information to them, allowing them to take advantage of its benefits.

The psion using this power receives a 3 dice bonus when using area of effect weapons. Additionally, if the weapon is capable of indirect fire (which Rocket Launchers and grenades are, as well as any other weapons the players agree to ahead of time) he may target enemy units in cover, even those he has no line of sight on as long as their position is open to the sky.

Tactical Edge

Range: 0”	Damage: None
AP’s: 2	Attack Roll: None
Psi Cost: 2	Template: None

Using this powerful technique the Clairsentient opens herself up to all the past, present and future implications of a certain place, in this case the battlefield. By tuning into the past actions of all the participants the psion opens his mind to the future paths most likely to grow out of those pasts. Thus the psion can deduce how the enemy will act based on their past actions and general mindset. The psion takes all of this information in a flash of insight and can then help direct her comrades as to how best fight the enemy in the coming moments.

The more energy the psion puts into this ability the more clear her vision. For every 2 psi points and 2 Aps spent, the psion’s team gets to a +1 bonus on their next initiative roll. The psion must use this power during the Move and Shoot phase, spending Psi and Aps in order to influence the next Initiative phase.

For example, a Clairsentient lies in wait behind a wall, out of line of sight from the enemy. She takes advantage of the cover to open her mind and spend all 6 of her Psi points and 6 of her Aps. The next Initiative phase her team receives a +3 bonus on their Initiative.

Nova Forca De Nacionales (Norca)

Biokinesis

For the Norca, masters of Biokinesis, the body is merely clay which they mold into better and stronger forms. Biokinesis allows them to control nearly every aspect of their bodily function, from filtering the air they breath to transforming themselves into powerful

living weapons. Fanatical defenders of Earth and all humanity, the Norca use their Biokinetic powers to aid them in close combat where they are unsurpassed among the Orders.

Biosense

All Norca receive this basic ability, called Biosense. It allows them to sense all living beings in their vicinity. This makes it easier for the Norca to react to situations and allows them to react much more quickly than normal. For this reason al Norca have their base AP value increased by 1.

Mode: Adaptation

Norca possessing this Mode have such mastery over their bodies that they can adapt to almost any sort of environment. Unlike most Psi powers, these are always active. For many of them just possessing the power provides the psion with full time benefits rather than a power that they have to activate with Psi whenever they want to use it.

Metabolic Efficiency

Range: 0”	Damage: None
AP’s: 0	Attack Roll: None
Psi Cost: 0	Template None

The psion’s body automatically adjusts its own internal chemistry whenever some sort o toxin enters the blood stream. The body isolates the toxin then breaks it down into harmless matter which it then passes out of the system. This makes the psion immune to all but the most deadly poisons and drugs.

The psion is totally immune to all forms of poison and gas attack. This includes the effects of any pheromones released by members of the Coalition.

Oxygen Absorption

Range: 0”	Damage: None
AP’s: 0	Attack: None
Psi Cost: 0	Temp: None

The psion can absorb oxygen through every pore in his body, even underwater. This allows him to survive in very low oxygen environments for long periods without suffering any ill effects. In an oxygen rich environment it means that the psion has more oxygen available to him than normal and thus more energy to act.

When in normal atmosphere the psion’s Base AP rating increases by 1. The psion loses this benefit when in low oxygen environments, but can otherwise act without penalty. This includes breathing under water for indefinite periods.

Heightened Reflexes

Range: 0”	Damage: None
AP’s: 0	Attack: None
Psi Cost: 4	Template: None

A small amount of autonomic system control allows the psion to flood her body with adrenaline and other stimulants, increasing her reaction speed and allowing her to move faster and farther. The user gains 2 additional AP’s for every 4 Psi points spent that turn.

Biosynch

Range: 0”	Damage: None
AP’s: 0	Attack: None
Psi Cost: 0	Template: None

Short for “Biosphere Synchronization,” this power alters the psion’s basic physiology to the point where he can exist in environments that would kill most normal individuals. The psion can now endure extreme pressures, high gravity, and even limited exposure to radiation and other harmful environments.

The psion automatically receives +3 soak versus all heat and cold based attacks. Additionally, the psion does not suffer any ill effects from sudden loss of pressure or other hostile environmental conditions.

Autonomic Shunt

Range: 0”	Damage: None
AP’s: 0	Attack: None
Psi Cost: 4	Template: None

The psion’s control of her own body is so great that she is now almost indestructible. She can in fact cause her body to work around, ignore and even repair damage as soon as it occurs. As a result the psion can take a tremendous amount of punishment and keep on fighting.

As soon as the psion takes a wound she can choose to activate this power. She must immediately spend 4 Psi points. For every 4 points spent the psion ignores the effects of 1 wound just suffered. The psion must use the power at the moment she suffers damage. She cannot use the power to go back and heal damage that has already been done.

Psychomorphing

Sense Biokinesis

Range: 15” Damage: None
AP’s: 1 Attack: None
Psi Cost: 2 Template: None

The psion’s intuitive knowledge of body morphing techniques allows her to sense whenever a person’s natural form has been altered using either Psi or Taint. The psion can even determine exactly how the target’s body has been altered.

Using this power allows the psion to know the exact nature of any biokinetic alterations the target has undergone. It also allows the psion to know all of an Aberrant’s mutations.

Bioshift

Range: 0 Damage: None
AP’s: 0 Attack: None
Psi Cost: 2 Template: None

The Norca can adjust his physical frame and muscle tone, adding muscle to generate greater physical power or allowing him to work easier in high or low gravity environments. The psion achieves these effects by temporarily shifting his own biomass internally so the effects are seldom evident to anyone looking at the psion.

The character can choose one of three different effects when he uses this power. By increasing his muscle mass for a turn the psion can add 1 to his Strength rating for the turn. Alternately, by increasing strength and flexibility in his legs the psion can take 2 free AP’s of movement action. Finally the psion has the option of increasing his natural resilience, giving him 1 extra level of Stamina for the turn. The psion can use the power multiple times in one turn, but he can only invoke each variant of the power once. Thus he could give himself +1 Strength and +2 movement but not +2 Strength or +4 movement.

Assimilation

Range: 0” Damage: None
AP’s: 0 Attack: None
Psi Cost: 4 Template: None

Norca are masters of biotechnology and have developed this power to help them get even more out of their bio-formatted weapons. They actually integrate their physical form, nervous system and all, with the bioware. As a result they can use the weapons and equipment with much greater efficiency.

The psion now has another way to use bio-formatted equipment. The psion can spend 4 Psi to decrease the AP cost of using the formatted weapon by 1. Thus a psion’s Claws would only cost 2 AP’s to use rather than 3, allowing the psion to attack more often in a

single turn. If the psion has enough psi points she can combine this with spending Psi to increase the weapon's effectiveness in the normal manner as well.

Redundancy

Range: 0"	Damage: None
AP's: 0	Attack: None
Psi Cost: 3	Template: None

The psion's control over his own internal structure is so great that he can actually stimulate his body to grow additional internal organs and thus prevent the negative effects of severe damage. The psion can also shut down nerves and ignore the effects of damage. He can shut down damaged areas, stem the flow of blood, and even work around damaged areas. He keeps on fighting even when he should simply fall down dead.

The character continues to act even after her Health has been reduced to 0. The character must spend 3 Psi upon reaching 0 health and another 3 Psi every round thereafter in order to remain acting. If the psion takes additional damage the Psi cost for staying active increases by 1 for each wound suffered. Thus if a character using Autonomic Shunt sustains another point of damage she must now pay 4 Psi every turn. If the character ever fails to pay the Psi, he dies immediately.

Catabolysis

Range: 0"	Damage: 3
AP's: 3	Attack Roll: Psi
Psi Cost: 5	Template: None

The psion now has such complete control over biological material that she can actually force the very bonds that connect the target's molecules to break apart. This causes massive, often irreparable damage to the target, leaving the victim looking like little more than a pool of gray sludge.

The psion must be in Close Combat with the target to use this power. She then makes an attack using her Psi with a base damage of 3. This attack also ignores all forms of armor including Aberrant mutations, except bioware. The damage is so great that it can never be healed by any means (at least not on the battlefield).

Mode: Transmogrify

Gross Manipulation

Range: 0"	Damage: None
AP's: 0	Attack Roll: None
Psi Cost: 2	Template: None

Simple transformations can still be deadly. The psion alters the structure of his body, covering himself with deadly claws, spikes and other damaging alterations. The transformation is quick and unexpected; a hand suddenly becomes a claw, a finger a whipping spike. The body then reverts back to its normal state. For one turn the Norca's body becomes a Close Combat weapon equivalent to Claws (AP: 3, D 5).

Molding

Range: 0"	Damage: None
AP's: 0	Attack Roll: None
Psi Cost: 2	Template: None

The psion can manipulate her flash until is becomes supple and flexible like rubber. She can extend her arms, mold her hands to the shape of walls and wrap her body around things almost like a snake. As a result the psion can move easily over all kinds of terrain, even climbing vertical surfaces without difficulty. For the duration of one Turn the psion ignores all terrain penalties and can move up and down vertical surfaces as if they all had ladders. The increased flexibility also makes the psion more resistant to damage, increasing her Soak by 1 for the turn.

Disfigure

Range: 0"	Damage: None
AP's: 4	Attack Roll: Psi
Psi Cost: 5	Template: None

By focusing Psi energy outward the Psion can actually manipulate the bodies of others. In most combat situations this is not something the opponent sits still for so it is hard to make finely tuned manipulations. Most Norca use this power to twist their opponent's limbs, thus rendering them incapable of performing any sort of offensive actions. The pain that usually accompanies such transformations also makes it harder for psions and Aberrants to concentrate enough to use their mental powers.

The Norca must be in Close Combat with the Target. He makes a Psi roll. He must get more successes than his opponent's Dexterity. For each success the Norca permanently reduces the target's AP rating by 1. For example, a psion attacks an Aberrant with a Dexterity of 4 and 8 AP's. The psion gets 6 successes on his Psi roll. The Aberrant's AP's are 6 for the rest of the game.

Body Sculpt

Range: 0"	Damage: None
AP's: 2	Attack Roll: None
Psi Cost: 5	Template: None

The psion's biokinetic abilities have developed to the point where she can make

significant, lasting alterations to her body. She can dramatically alter her form even transforming raw psychic energy into new matter. The body is now truly just clay to be molded into almost any form she can imagine: wings, armored shells, deadly claws, and any number of other alterations are possible.

When the Norca uses this ability she must choose one of the following effects:

Wings: The character can now fly, ignoring terrain and moving 1 and ½ inches per AP spent.
Armored Hide: The character's Soak increases by 2.
Spiked Body: The character's Close Combat score increases by 2.
Extra Limbs: The Character receives 2 extra AP's.

Once she uses the power the psion can maintain the transformation by spending an additional 2 Psi points at the beginning of every turn. The psion can only use the power once per turn, but she can make multiple transformations and keep them all active as long as she has enough Psi points. The psion can use the same form of Body Sculpt more than once. For example, she cannot create a double Armored hide and receive a soak bonus of 4.

Homunculus

Range: 0"	Damage: None
AP's: 5	Attack: None
Psi Cost: 5	Template: None

This bizarre application allows the Biokinetic to actually detach part of her physical form and create a miniature duplicate of herself. This duplicate can operate fully independently, acting as a spy and even a combatant. The Norca who employ this power often create their homunculi with razor sharp claws and tough exteriors, making them formidable if pint sized opponents.

The character spends the power's Psi and AP cost and permanently gives up one Health Level. The only way to recover that Health Level is to start a turn in base to base contact with the homunculus. It takes a full turn to reabsorb the miniature warrior, during which time the character can take no other action.

Place a new model on the board for the homunculus. It acts as a full independent character with the following stats: STR: 2, DEX: 2, STA: 2, MEN: 2, SOC: 1 Health: 3, Init: 3, Psi -0, AP: 5, Ranged: 2, Close Combat: 3, Soak: 4. Close Combat Attack: Claws: AP: 2, Damage: 3.

Vitakinesis

Vitakinesis and Biokinesis are often described as two sides of the same coin. Where

Biokinesis focuses on changing the body's shape and structure, Vitakinesis focuses on restoring the body to a healthy, even pristine state. Mastery of Vitakinesis makes the Aesculapians the most publicly accessible of all the Orders. Doubters may feel uncomfortable with shapeshifters and mind readers, but everyone can appreciate the ability to feel the sick and wounded.

On the battlefield the Vitakinetics perform a very important function: they keep the soldiers fighting long after their wounds would normally have disabled them. Likewise, a battlefield Vitakinetic can save the lives of the fallen then and there rather than hoping the wounded reach a hospital in time. Vitakinesis has its darker side as well: Aesculapians can harm as well as heal with their power and have combat units just as deadly and efficient as any other Order.

Basic Technique: Kirlian Eye

This technique allows the psion to determine how sick or injured someone is just by looking at them. In game terms this has little effect in battle. However, it also allows the psion to treat their own injuries much easier and more effectively. Thus, all Aesculapians begin the game with one free med-kit that they can use on themselves only.

Mode: Iatrosis

Vitakinetics use this Mode to heal physical injury. The power almost always requires the Vitakinetic to be in physical contact with the patient. Through careful and studied application of psi energy the psion can close wounds, mend broken bones and even regenerate destroyed tissue.

Mending

Range: 0"	Damage: None
AP's: 3	Attack Roll: None
Psi Cost: 3	Template: None

This simplest of iatrosis applications allows the psion to quickly and efficiently heal light wounds such as cuts, bruises and sprains. It also offers some degree of stabilization for more serious wounds, stemming the flow of leaking blood or temporarily fixing perforated arteries. The character must be in base to base contact with the target. The target is automatically healed one Health level when the psion uses this power. Furthermore, the power stabilizes dying characters just as if treated successfully with medical aid.

Antitoxin

Range: 0"	Damage: None
AP's: 2	Attack Roll: None
Psi Cost: 2	Template: None

The psion uses her psi powers almost like a sieve, straining all of the impurities from the target's body and leaving them totally free of any chemical or disease. This power comes in especially useful when dealing with enemy's like the Coalition and possibly even the Qin who use pheromones and other biological weapons in combat. The psion must be in base to base contact with the target to use this power. The power cleanses all harmful diseases and toxins from the target, immediately alleviating the ill effects of Coalition pheromones and other chemical and biological weapons.

Catalysis

Range: 0"	Damage: None
AP's: 4	Attack Roll: Psi
Psi Cost: 5	Template: None

The psion connects with the target's internal body chemistry, allowing her to stimulate certain areas of the body to perform beyond their normal abilities. This can allow the subject to move more quickly, think more clearly, and even add to her strength for short periods of time. Catalysis only gives short lived bursts of additional capability, but in the heat of battle that is sometimes all someone needs.

The psion must be in base to base contact with the target to use this power. The character must make a successful psi roll to use this power. She then picks one Attribute (STR, DEX, STA, MEN, or SOC). the target receives a +1 bonus in that attribute for one turn for each success the psion rolls. The psion cannot use this power to raise the same Attribute more than once. Don't forget to adjust the character's secondary attributes accordingly.

For example, a Vitakinetic wants to raise the target's Dexterity by on. She makes a psi roll and gets three successes. For the next three turns (meaning the next three times the target places Action Counters) the target's DEX (and thus Ranged and Heavy Weapons) is increased by one.

Metamitosis

Range: 0"	Damage: None
AP's: 4	Attack Roll: None
Psi Cost: 5	Template: None

Sometimes the psion confronts patients with wounds too serious for Mending. Metamitosis allows the psion to repair major physical damage to the target, including the mending of broken bones, repair of damaged internal organs and even the replacement of lost tissue. The psion must be in base to base contact with the target. The power allows the psion to restore Three lost Health levels to the target. Under battlefield conditions there is only so much a psion can do to help a patient. For this reason, no character can be the target of Metamitosis more than once per game.

Revitalization

Range: 0”	Damage: None
AP’s: 4	Attack Roll: Psi Roll
Psi Cost: 6	Template: None

One of the most closely guarded secrets of the Aesculapian order, few psions ever learn this powerful ability. The psion can restore life to a target long after others would consider the person long dead. Only the most powerful of Vitakinetics even attempt to use this power under battlefield conditions.

When using a character with this power do not remove dead characters from the board. Instead keep track of how many turns pass after the Character switches from Dying to Dead (you don’t need to do this for characters the psion has no intention of Revitalizing). The psion must be in base to body contact with the target to use this power. The Vitakinetic makes a psi roll. He must get a number of successes equal to or greater than the number of turns the target has been Dead (not Dying). If the psion succeeds the target is immediately raised to one Health level. However, the target has a -1 penalty to all of their Attributes for the rest of the game.

For example, a psion dies on Turn Four of the game. On Turn Six the Vitakinetic arrives at the dead man’s side. He must now spend 4 Ap’s, 6 Psi and get two success on his psi roll in order to revitalize the otherwise dead target. The revitalized psion now has all of his Attributes reduced by 1 and has a Health of 1. However, the Vitakinetic can use other powers to heal the target further.

Mode: Mentatis

Every good physician knows that treating a person’s mind is just as important as treating their body. Unlike the Ministry’s explorations of the human brain, the Vitakinetics concentrate n the biochemical aspects of the human psyche. By carefully adjusting brain chemistry and using noetics to get in touch with even more subtle aspects of thought, the vitakinetic can work wonders through Mentatis. On the battlefield this mode can cripple an opponent’s will to fight, give the psion clarity of thought and action, and put her and her allies in the perfect mental state for combat.

Idiot Savant

Range: 0”	Damage: None
AP’s: 0	Attack Roll: None
Psi Cost: 2	Template: None

Under normal circumstances the human mind allocates its resources among all the different aspects of thought. In certain individuals this allocation system becomes impaired: their brain focuses on a few things which the person does extremely well, but

all other mental endeavors suffer. Vitakinetics can simulate this effect for short periods of time, allowing them to focus completely on a single task and thus perform at a heightened level.

The psion chooses one action such as firing a weapon, fighting in close combat, evasive maneuvering, charging, and so on. The psion uses this power after revealing Action Counters. As long as the character does only one kind of action that turn, they receive a +1 die bonus on all rolls. Thus a character could charge or shoot but could not move and shoot or shoot and use another psi power.

Passive Voice

Range: 12”	Damage: None
AP’s: 2	Attack Roll: Psi
Psi Cost: 3	Template: None

The Vitakinetic extend her noetic control into the target’s mind, blocking all strong, negative emotions. The psion literally sucks the anger, hate, and aggression out of the target, temporarily eliminating their desire for combat. The psion must make a successful Psi roll and score at least two successes. During the target’s next action it cannot make any aggressive actions. It can take cover, move normally, and even use evasive maneuvers. If someone engages the target in Close Combat, the power’s effects are broken and the target can then engage in Close Combat as well.

For example, a Vitakinetic successfully uses Passive Voice on an Aberrant. The next time the Aberrant is activated it cannot attack so it decides to run for cover. As it moves, another psion Ambushes the Aberrant and engages it in Close Combat. Since the second psion’s attack ended the Passive Voice, the Aberrant could use the rest of its AP’s to engage the attacking psion in Close Combat.

Multi-Tasking

Range: 0”	Damage: None
AP’s: 0	Attack Roll: None
Psi Cost: 4	Template: None

By optimizing the brain’s computational power, the psion can dramatically increase his own efficiency. The psion can not only perform more than one action at a time as the power’s name suggests, she can also perform each individual action more quickly. The psion gets an extra two AP’s for the turn in which she uses this power.

Neurological Compulsion

Range: 18”	Damage: None
AP’s: 3	Attack Roll: Psi
Psi Cost: 4	Template: None

Although the mind controls most of our actions, much of what we do is automatic, like breathing, pumping blood, and sometimes, recoiling in fear from danger. The psion reaches into the target's brain with his psi, activating the flight response centers of the target's brain, immediately sending them into a panic.

The psion spends the Psi and AP cost and then makes a Psi roll. The character must score a number of successes equal to or greater than the target's MEN. Is the psion succeeds the target's next action immediately becomes Rout. After the target has Routed for one turn is may attempt to rally as normal.

Neopsyche

Range: 12"	Damage: None
AP's: 4	Attack Roll: Psi
Psi Cost: 5	Template: None

Powerful Vitakinetics can use their noetic abilities to actually change the way a person's brain is wired, effectively rewriting aspects of their personality. This is usually a delicate process, but on the battlefield Aesculapians have developed a version of this technique for quick use. The psion reaches into the target's brain and completely eliminates the ability for the brain to think in a certain way. Usually, this means eliminating the target's ability to attack others in some way.

The character must make a Psi roll and get more successes than the target's MEN rating. Success means the psion can block out one specific type of action for the next turn. The psion chooses one type of Action Counter. The target character cannot place that kind of Action Counter the next turn. For example, a psion might prohibit a target from placing Move and Shoot as their next action. If the target still wanted to attack (and isn't in Close Combat) it could use Ambush or Charge but could not use Move and Shoot.

Mode: Algesis

Algesis is the dark side of Vitakinesis, focused not on healing but on destroying the target. The Aesculapians carefully restrict access to this powerful and deadly Mode, wanting to ensure that its powers do not fall into unstable hands. The Black Company specializes in using Algesis in combat situations, using it to kill their enemies, often without leaving any sign of outward damage. Because hurting is easier than healing, most Algesis powers can be used from a distance, making them all the more effective as offensive techniques.

Inflame

Range: 20"	Damage: 1
AP's: 2	Attack Roll: Psi
Psi Cost: 3	Template: None

The simplest application of Algesis, the Vitakinetic simply inflames damage that is already present. Wounds grow deeper, burns more severe, and breaks larger. Of course unless the target is already wounded in some way the Vitakinetic cannot use this power. The target must be down at least one wound level. The psion then makes a Psi roll and must make a number of success equal to half the target's current Health level. If the psion succeeds the target automatically takes one wound which it cannot Soak. Note, unlike other attacks, the psion does not get to add his successes to the damage. Inflame always does 1 unsoakable wound.

Contusion

Range: 14"	Damage: 2
AP's: 3	Attack Roll: Psi
Psi Cost: 3	Template: None

The psion directly attacks the target's tissue, causing painful stress fractures, bruises, and even tears. This is the Vitakinetic equivalent of hitting someone over the head with a rock: blunt and simple but painful. The attack causes two dice of damage automatically which the target cannot soak with armor: only STA.

[NOTE TO CHRIS: DO YOU ADD SUCCESSES TO DAMAGE WITH THIS POWER? THAT"S UNCLEAR IN THE MAIN RULE BOOK]

Seizure

Range: 14"	Damage: None
AP's: 4	Attack Roll: Psi
Psi Cost: 5	Template: None

The Vitakinetic unleashes a flurry of random impulses in the target's brain. This causes the target's mind to short circuit, activating muscles randomly and depriving the target completely of all motor control functions. The target barely has the ability to control anything about himself.

The psion must make a successful Psi roll and score successes equal to or greater than the target's MEN rating. Success means that the target loses half their AP's for their next action. Furthermore, the target cannot undertake any action in its next turn aside from Rout or Take Cover. The wild muscle spasms and confused mental state prohibit the character from running or making any kind of attacks.

Lacerate

Range: 10"	Damage: 4
AP's: 3	Attack Roll: Psi
Psi Points: 4	Template: None

The psion uses her vitakinetic powers to literally tear the target to pieces with pure noetic force. The target's flesh seems to spontaneously tear open, bones break, and the pain becomes almost unbearable. Worst of all, armor offers no protection against this attack. The psion makes a Psi roll and must overcome the target's base Stamina Rating (not including armor). Success means that the psion has managed to lacerate the target. The target suffers 4 Dice plus the number of successes the psion rolled in direct damage that can only by soaked by STA (armor has no effect.

Morbidity

Range: 0"	Damage: 10
AP's: 4	Attack Roll: Psi
Psi Points: 5	Template: None

This powerful application of Algesis requires that the Vitakinetic actually touch her target. The psion causes massive failure within the target's internal organs: lungs collapse, the heart bursts, veins and arteries start to leak blood, and the brain shuts down. The victim's external form might look find, but the insides are quickly turning to mush.

The psion must be in Close Combat to use this power and it cannot be used as part of a Charge action. The psion must make a successful Psi roll to use the power. The target then immediately suffers 10 dice of damage (do not add successes) which can only be soaked using Stamina. Using this power is a tremendous drain on the psion, and thus no Vitakinetic can use the power in consecutive turns.

Legion

Psychokinesis

The Seven Legions

The battle tactics of the Psi Legions, despite their diversity, are not difficult to characterize. Fire, ice, raw power: these are the tools of the psychokinetics. The PKs of the Legions are front-line soldiers. They take the hits and deal out their own forms of pain. Because of the direct and powerful nature of their psionic aptitudes, the Legions tend to rely heavily upon these in battle, trusting that each psion is more than a match for any foe he encounters. This is not to say that the Legions do not use battle plans or strategies; on the contrary, their leaders are some of the finest battlefield tacticians around. Nevertheless, their battle plans always rest on the exercise of extreme force in a non-subtle manner.

Legion psions attempt to engage the enemy as quickly as possible with hand to hand troops. The Legion feels that its close combat psions can hold their own against any opponent, while other psions use their long distance attacks to finish off the foe. Legion tactics stress the importance of focusing attacks on one target at a time, even when that

opens one up to possible attacks from other areas. The Legion has always felt that one foe makes for better odds than two wounded ones. While the psions leap into the fray, support squads are relegated to inferior, flanking positions. The job of the support squads is to contain the foe and prevent them from infiltrating the Legion line. The squads generally are armed with medium level long distance weapons, which are strong enough to deter an Aberrant, but not powerful enough to take them on one on one.

Special Ability:

Each of the Seven Legions has its own special ability. For the purposes of the special abilities, support squads are considered legionnaires.

The First –The Home Guard

The members of The Home Guard are the apple in humanity's eye. They tend to be the most visible (with their distinctive blue and white uniforms) and the most respected (at least by the masses)of the Legions. They spend much time in the public spotlight and are often childhood heroes. When a psion battle-group is composed entirely of legionnaires of the first Legion, each member of the group adds one point to their social attribute (SOC) for the duration of the battle.

The Second –Fortune's Knights

The members of Fortune's Knights are mercenaries, soldiers for hire who take the job no one else will take –as long as the price is right. These legionnaires tend to be veterans of countless campaigns. These men and women have learned the ins and outs of life (and sometimes death) on the battlefield. They have learned to keep their equipment in good condition, close at hand, and in abundance. When a psion battle-group is composed entirely of legionnaires of the second legion, each character may use the Pack Horse skill during battle.

The Third –Support Force One

The third and smallest Legion has no ranking commander; rather, they are attached to the other six Legions for support in transportation, logistics, latent testing, and other support roles. The Legion has no distinct combat style other than that they have no distinct combat style. They tend to adapt quickly to those they work with, learning how to blend in, where their skills are needed most, and especially when to get out of the way. A psion battle-group may include one member of the third Legion and still receive the benefit of its special ability, although the character from the third Legion does not get their benefit.

The Fourth –Vengeance

Anger, hatred, wrath: these are the fire, ice, and driving forces of the fourth Legion. As a Legion, they are relatively disorganized, and scattered on sundry assignments, yet they stay coherent as a group in their hatred for the Aberrants. PKs who show a too much zeal in combat or display sociopathic tendencies usually get assigned to the fourth Legion,

where the find a home suited to their inner drives. The members of a psion battle-group composed entirely of legionnaires of the fourth Legion may use the Might skill.

The Fifth –The Americas

The Americas are in need of defense from their enemies, both foreign and domestic. From civil strife to Aberrant attack, the members of the fifth Legion must be ever vigilant, ever prepared to defend their homeland. When a psion battle-group is composed entirely of legionnaires of the fifth Legion, armor may be purchased at half the point cost.

The Sixth –Europe

Europe is in sad state. She may be down, but her people are not out. They display an inner toughness that compliments their courage and hopeful outlook on their plight. The legionnaires in Europe share these same qualities. The European strategy is to employ mobile squads rather than to establish fixed bases (although some do exist). When a psion battle-group is composed entirely of members of the sixth Legion, each character may use the Athletics skill.

The Seventh –Phoenix Squadron

The seventh Legion was organized in response to a Chromatics raid on the Karroo colony. Previously, Legion activities in space were run independently. Now as a coherent unit of Psions and pilots, the Phoenix Squadron has taken its place as a fighting force second to none –except, perhaps, the fourth Legion. Their reputation for being hot shots has driven them to new levels of confidence. When a psion battle-group is composed entirely of legionnaires of Phoenix Squadron, any routed member of the group will automatically rally when he reaches the deployment zone. If he has any APs left, they are lost while the psion once again convinces himself that he really is the best.

When a psion battle-group is composed entirely of Telepaths (and their support squad), the player may wait until after initiative has been rolled to place his action counters. If the battle group includes a support squad, the support squad's action counter must be placed before initiative is rolled. This is the only exception. If there is any figure in the battle group (besides the one support squad allowed) who is not a Ministry telepath, this special ability does not work. This ability represents the strong emotional bond that telepaths form with each other when united in a single cause.

Mode: Pyrokinesis

Firewall

Range: 20" Damage: 3
APs: 3 Attack Roll: Psi
Psi Cost: 3 Template: 6-inch x 1" linear

The Psion raises the kinetic energy along a linear piece of ground to its point of ignition, causing that piece of landscape (whether grass, concrete, mud, etc.) to burst into a wall of flame. The first time a Psion employed this ability on the battlefield, the commander confusedly asked who had called a napalm air-strike. This blazing wall damages all caught in its path or trying to pass through it; it also obstructs the vision of those trying to shoot through it.

This ability may be targeted either at enemy targets or along a stretch of terrain. The Psion may place the template in any direction he chooses, as long as the entire template remains within the 20" range. The intensity of the flame is determined as a normal ranged attack; characters both caught in the initial blaze and subsequently trying to pass through are affected by the damage. Characters caught in the initial blaze need not make another soak role to escape the firewall, but must do so if they choose not to or are unable to exit the blaze by the end of the turn. In addition, the firewall imposes a –1 penalty (soft cover) to all ranged or heavy weapons attacks through it. The firewall remains for the entire phase it is summoned, after which it burns out.

Flame Form

Range: 0" Damage: 8
APs: 3(0) Attack Roll: Close Combat
Psi Cost: 4(2) Template: None

The Psion can alter the matter of his body in such a way that he becomes a being of living fire. In this form, the pyrokinetic is a terrible foe in close combat. He becomes resistant to most attack forms and is actually healed by fire-based attacks.

This power can be activated for an initial expense of 3 APs and 4 Psi points; each turn thereafter, the psion must expend 2 Psi points to maintain his new state of being. When the Psion is activated and either cannot or will not expend the Psi points to maintain flame form, he immediately reverts to his former form, losing 3 APs in the process; after this he may expend APs normally. Close combat attacks made in flame form are considered damage 6 and are resolved in the normal manner. In flame form, the Psion has an armor rating of 2. He is completely immune to all fire-based attacks, and may even be healed by them. When a fire-based attack is made against the Psion, resolve damage as normal, but any damage the psion soaks is added to his health instead of subtracted, up to his normal maximum.

When the Psion transforms, his equipment may be destroyed. For each piece of equipment he carries, role one die. If the die roll results in a success (7 or higher), the equipment survives and falls to the ground (leave the equipment counter at that place on the battlefield). If the die roll results in a failure, the equipment is destroyed permanently and the counters are removed. Psions in flame form may not carry any equipment.

Blazing Weapon

Range: 0” Damage: Special
APs: 1 Attack Roll: Close Combat
Psi Cost: 2 Template: None

By means of this power, the Psion may cause any close combat weapon he carries to become surrounded by flames, increasing its effectiveness in combat. Add a +1 to both close combat and the weapon’s damage for the remainder of the turn, after which the weapon reverts to its former state.

Purge

Range: 0” Damage: 7
APs: 3(0) Attack Roll: Psi
Psi Cost: 4(1) Template: 5-inch (7-inch)

Rumored to be the psychokinetic manifestation of the release of anger, spite, pain, or frustration, the power to purge often has a place on the battlefield. The Psion causes the matter around his person to explode with intense flames, torching stationary objects and driving back movable objects. Psions with this power often unleash its fury with their dying breath.

Roll Psi to activate this attack. If successful, center the 5-inch template on the Psion. Excluding the Psion, all models even slightly touched by the template are affected. Add Psi-roll successes to the damage dice of the attack. If the attack is a failure, the Psion has internalized this energy and takes all the damage of the attack. Roll the seven damage dice; the Psion must soak the damage using only his stamina rating. When a psion with this ability is reduced to 0 health, the power is automatically triggered as long as the Psion has at least one Psi point left. Add all remaining Psi points to the damage dice and use the 7-inch template. This effect is not triggered if the Psion was reduced to 0 health by a botched attempt to use the power.

Soul Fire

Range: 16” Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 2 Template: None

By drawing on and manifesting the target’s life energy, the Psion surrounds his foe with a harmless yet annoying, and often frightening, flame. Roll Psi to activate the power. If the number of successes is greater than the target’s social attribute (SOC), the target has been frightened by the sudden appearance of flame surrounding his body and must make a successful INIT roll or be routed immediately. If the target is routed and has already been activated that turn, he receives the Rout counter at the beginning of the next turn. If he has not yet been activated, replace his combat phase counter with a Rout counter and activate him at the appropriate time; if the routing segment of the Action Phase has already passed, activate the target immediately and resolve the rout. Whether he is routed

or not, the subject becomes easier to spot, and all ranged and heavy weapons attacks receive +2 dice to hit the target for the remainder of the turn.

Mode: Cryokinesis

Ground Zero

Range: Entire Battlefield Damage: None
APs: 5 Attack Roll: Psi
Psi Cost: 5 Template: None

By using this power, the Psion condenses and freezes the moisture in the air above and on the ground of the battlefield, forming a layer of ice that makes movement treacherous.

When activated successfully, the entire battlefield is covered in ice. Movement is reduced to ½ inch per AP spent moving. All characters attempting to move across the field must roll a number of dice equal to their dexterity attribute; if the roll is successful, the character may proceed in the direction desired (the movement rate penalty still applies). If the roll fails, it indicates that the character has slipped on the ice. Center the 3-inch template on the figure and roll for deviation as if heavy weapons fire; move the character to the indicated position. The character may continue his turn normally, but has been knocked down (place a Fallen Counter next to the victim; 4 APs must be expended to stand up). The ice does not affect raised terrain such as buildings or hills higher than 1". Ground Zero remains in effect for a number of turns equal to the number of successes in the Psi roll, or until the creating psion spends 1 AP to remove it.

Icy Mist

Range: 0" Damage: None
APs: 2 Attack Roll: None
Psi Cost: 3 Template: 7-inch

The psion creates a zone of cold air around him, condensing the water vapor into a thick fog which obscures vision. The mist cloud follows the cryokinetic around the battlefield, frustrating enemy fire. Center the 7-inch template beneath the psion. The mist acts as soft cover (-1 die to hit models within the cloud) for the rest of the turn, at which point it dissipates.

Ice Walk

Range: 0" Damage: None
APs: 0 Attack Roll: None
Psi Cost: 3 Template: None

The Psion creates an ever-growing sheet of ice beneath his feet that moves him over the battlefield at an exceptional speed. It is almost as if the psion is surfing a frozen wave.

The Psion may move 2 inches per AP spent moving. The character may only attack at the end of such movement, and must expend 3 more Psi points to resume Ice Walk after an attack. A character with this power may walk across ice (including that created by Ground Zero or similar powers) with no penalty, and without expending any Psi points.

Icy Grasp

Range: 0” Damage: 5
APs: 3 Attack Role: Close Combat
Psi Cost: 3 Template: None

When the psion successfully grabs hold of his opponent in close combat, he sends a jolt of bone-chilling cold coursing through his enemy’s body. The effect often freezes blood, muscles, and entire limbs, leaving a useless, frostbitten limb to be amputated (that is, of course, if the victim survives). It has also been known to flash-freeze the heart and other vital organs, leaving only a corpse well on its way into the cold of death.

This power substitutes for a normal Close Combat attack, inflicting terrible damage. No additional APs are spent when using this power in a close combat attack, only the 3 AP cost of the power itself.

Numb Wound

Range: 0” Damage: None
APs: 0 Attack Role: None
Psi Cost: 2 Template: None

When a psion with this ability suffers a wound, his mind acts instinctively to numb the pain and ice the wound. This helps to stop any bleeding and speed the healing process. This power activates automatically when a character receives damage from any attack. Two Psi points are spent and the wound is numbed. All damage taken after the soak role is reduced by one. If attacked again in the same phase, a single Psi point must be spent to activate the numbing effect. If the psion is out of Psi points, the power does not activate.

Mode: Telekinesis

Swift Attack

Range: 0” Damage: 3
APs: 1 Attack Roll: Close Combat
Psi Cost: 2 Template: None

The telekinetic applies his ability to accelerate the kinetic energy of his own body, executing an attack (punch, kick, or otherwise) with such speed that the force of his blow is incredible. Resolve the attack as a normal close combat attack, adding successes in the attack roll to damage dice. The attack is so swift that it expends only one AP.

Power Dive

Range: 3” Damage: 6
APs: 3 Attack Roll: Close Combat
Psi Cost: 3 Template: None

The psion uses this power to hurl his body into the air and then accelerate it back down on his opponent, harnessing his entire mass and the full effect of gravity along with his increased velocity. The psion comes hurtling down on his opponent with both feet, often driving the opponent to the ground.

This attack may be used in close combat, or from a distance of up to 3”, after which the psion is in close combat with his target. Resolve as a normal close combat attack. If the attack is successful, the victim must roll dice equal to his stamina attribute (STA). If the target makes more successes on this roll than the damage, he stays on his feet; if he gets successes equal to or less than the amount of damage he sustained, he is knocked down, and must spend 4 APs to stand up.

Head Jab

Range: 12” Damage: 1
APs: 2 Attack Roll: Psi
Psi Cost: 4 Template: None

The telekinetic sends a jolt of power at the target’s head, causing it to be savagely jerked backwards or to the side. This blow jostles the brain, strains the neck muscles, and generally causes severe disorientation.

Roll Psi for the attack, adding successes to the damage dice; the damage is soaked only by the target’s stamina attribute (STA). In addition, if the number of successes in the attack roll are greater than the target’s mental attribute (MEN), then the target has been stunned. Place a Confused Counter next to the target. The next time the victim has the opportunity to spend Action Points, the Confused Counter is removed instead of taking any actions.

Rattle Equipment

Range: 10” Damage: None
APs: 3 Attack Roll: Psi
Psi Cost: 2 Template: None

By using this power, the telekinetic sends a damaging vibration through a piece of the target’s equipment. Weapons tend to fall apart or jam, armor fastenings become undone and loosened, and other equipment is put into a state of general disorder and malfunction.

The psion chooses a piece of equipment from his target's inventory; if the psion rolls a success, the piece of equipment becomes useless until the target fixes the problem. To fix a ruined piece of equipment the victim must spend 4 APs and make a successful MEN roll. This ability woks only against psion equipment, not against aberrant mutations and powers.

Battery

Range: 20" Damage: 4
APs: 3 Attack Roll: Psi
Psi Cost: 3 Template: 3-inch

With this power, the psion reaches out to small, loose inanimate objects and sends them at high velocity towards his target who is battered by a cloud of rocks, abandoned equipment, and other debris. This attack functions as a Heavy Weapons attack, using Psi for the attack roll. Use the 3-inch template for deviation and targeting. Models even partially under the template suffer the full power of the attack.

Ministry

Telepathy

Mode: Empathy

Exacerbate

Range: 18" Damage: None
APs: 0 Attack Role: Psi
Psi Cost: 2 Template: None

Having sensed the subject's emotions, the telepath subtly manipulates them, intensifying fear to sheer terror or boosting the courage of those subdued by baser emotions. At any time during the Turn, the psion may expend the Psi points and attempt to either force a rout or secure a rally, so long as the target is within 18" and the psion has enough Psi points to spend. Against an enemy unit in the "Rout zone" in either his health or Psi/taint condition, a successful Psi roll forces the target to automatically rout (or rally, if the psion so chooses). When used on friendly units in the "Rout zone", a successful Psi roll forces the target to automatically rally (or rout, again, if the psion so chooses).

Emotional Achilles

Range: 0" Damage: None
APs: 0 Attack Role: None
Psi Cost: 1 Template: None

Telepaths with this power are able to subdue their own emotions, becoming cold, distant, and unfeeling. Psions may enter this state of mind in periods of great stress or discomfort in order to continue in their present task.

When a psion with this power has routed, the psion may spend one Psi point to activate this power and end the rout, effectively making a successful rally. This power may only be used during the rout/rally segment of the turn.

The Muse

Range: 10" Damage: None
APs: 3 Attack Role: Psi
Psi Cost: 4 Template: None

This power enables the psion to incite whatever feeling he wishes to within an audience. Paralyzing terror, mighty courage, and fawning adoration are all at the Psions beck and call. The telepath can encourage allies to great feats of heroism, freeze an enemy horde in their tracks with fright or even make them reluctant to attack him.

Roll Psi to use this power; only one success is required. When the psion uses this power successfully, all characters within 10 inches (friend and foe alike) are affected. The psion must choose which form of the Muse he will be invoking. When inspiring courage, all characters receive one bonus die to all attack or Psi/taint rolls for the remainder of the turn. When causing fear, all characters suffer a penalty of one die to all attack or Psi/taint rolls for the remainder of the turn. When the telepath inspires admiration, any character attempting to attack or otherwise harm the psion is over come by a sense of reluctance; roll dice equal to the target's mental attribute (MEN). The target may proceed with his hostile action if the number of successes is greater than the psion's social attribute (SOC); otherwise the APs are lost, and the attack has failed.

Mind Bomb

Range: 16" Damage: 4 (psi/taint)
APs: 2 Attack Role: Psi
Psi Cost: 3 Template: None

This power, also known as Emotional Focal Resurgence, has a sudden and often devastating effect. The telepath invades the target's psyche and triggers a whatever profound emotional response the psion desires. Regardless of the target's current emotions, the Mind Bomb draws up in its full intensity some very significant emotional event from the target's memory, overwhelming the subject as it relives this powerful moment.

Role Psi to attack, adding successes to the damage dice. The victim uses neither SOAK nor STA to soak this damage, but MEN. Whatever damage is received from the attack is subtracted from the current Psi or Taint, not from Health.

Emotional Location

Range: 24” Damage: None
APs: 0 Attack Role: None
Psi Cost: 2 Template: None

By means of this power, the telepathic psion can more easily pick out his targets in combat, relying as much on emotional as visual location. Enemies under cover are more easily spotted and targeted. Betrayed by their thoughts and emotions.

When the psion activates this power, his next ranged or heavy weapons attack becomes more effective against targets in hard or soft cover. Treat hard cover as soft cover (-1 rather than –3 to hit), and soft cover as no cover (no penalty to hit).

Mode: Mindshare

Mindspeak

Range: unlimited Damage: None
APs: 0 Attack Role: None
Psi Cost: 2 Template: None

With this ability the telepath is able to communicate with a subject via pure thought. The only
thing they need to do is think at each other to communicate; this requires about the same mental effort as verbal communication. Mindspeak works regardless of language, distance, physical or other barriers. In combat Mindspeak can be used to coordinate the team’s efforts. When one psion, communicating through Mindspeak with another team member, is engaged in close combat with an enemy, he may coordinate his actions with his team member in such a way that his actions do not interfere with his partner’s shots.

When the two Psions are communicating via Mindspeak, and one is in close combat, the other may make ranged attacks at the former psion’s opponent without the usual penalty for firing into close combat. Either psion, the one in close combat or the one making the ranged attack, may employ this power.

Pilfer

Range: 18”/special Damage: None/special
APs: 3/special Attack Roll: Psi/special
Psi Cost: 2/special Template: None/special

With this ability, the telepath may search a subject’s mind, extracting anything he chooses. The telepath has complete access to all the mental functions, whether conscious, unconscious, or subconscious. In battle Psions may “steal” psionic powers

from other psions or Aberrants on the field and use them as if he had mastered the technique. This power can make a psion extremely versatile on the battlefield; there is a risk, however, that the ability will backfire if the psion pilfers a Taint power.

Make a Psi roll to activate this power. The target must be within 18 inches of the psion. If the number of successes is greater than the target's MEN, the Psion has gained access to the subject's mind and may Pilfer at will. If the roll fails to generate enough successes, then the psion has failed and lost 3 APs and 2 Psi points. If the psion is successful, he does not spend the 3 AP's and 2 Psi points; instead, he must spend the APs and Psi points of the power he has pilfered. The Psion then may use the stolen ability as if it were his own. He must use it immediately; he may not "store" it for later use. Only Psi or Taint powers may be pilfered; the effects of equipment or Aberrant mutations may not be pilfered. The Psion may pilfer abilities either from enemies or allies. If the telepath pilfers a Taint power, however, there is a risk of harm. After the psion has used a Taint power, roll his MEN. If he gets at least one success, he is unaffected. If he gets no successes, using the Taint power has placed extra drain on his mind and body. Double the AP and Psi cost for using the power. Any APs or Psi points beyond the psion's limits are converted to damage that cannot be soaked.

Brainjack

Range: 18" Damage: None
APs: 2 Attack Roll: MEN
Psi Cost: 1 Template: None

This power, sometimes referred to as Addling or Befuddlement, causes complete confusion in the target, rendering him incapable of acting until he sorts through his confusion. The telepath weaves his own random thoughts into the thoughts of his target, leaving him overwhelmed by confusion.

Roll a number of dice equal to the psion's MEN. If the number of successes is greater than the target's MEN, the Brainjack has worked. Place a Confused Counter next to the target. The next time the victim has the opportunity to act, remove the Confused Counter instead of using any APs. His turn is now done.

Network

Range: Unlimited Damage: None
APs: 1 per contact Attack Roll: None
Psi Cost: 1 per contact Template: None

If Mindspeak is like a telephone call, Network is like a conference call. The psion may establish mental communication between himself and his team members. The utility of this on the battlefield becomes readily apparent to anyone who has witnessed a sudden, coordinated attack from a group of telepaths.

The psion must spend 1 AP and 1 Psi point to contact every team member who is to be part of the network. All members must have the same activation counter as the psion who establishes the Network, with the exception of characters with the ambush counter, who can be networked with characters with other activation counters; if the psion establishing the Network has the ambush counter, then all the networked Psions must also have the ambush counter. Once the Network has been established, the psion may complete his turn. At this point, all the other members of the Network may also take their turns. After everyone in the network has finished, the turn sequence returns to normal. The Network may consist of a number of characters no greater than the social attribute (SOC) of the psion who established the Network.

Intention Probe

Range: 0" Damage: None
APs: 0 Attack Role: Psi
Psi Cost: 1(2) Template: None

A character with Intention Probe has the ability to know (not guess or anticipate) exactly what his opponent is going to do next, how he will move, dodge, attack, etc. This gives the telepath a decided advantage when engaging an enemy in close or ranged combat.

To activate this power costs 1 Psi point when in close combat, or 2 Psi points otherwise. On his next attack roll, the psion gains extra dice to hit, whether in close combat, ranged or heavy weapons firing, or when initiating a psionic attack. The number of extra dice is determined by the number of successes generated in the Psi roll (which determines just how invasive the intention Probe is). For one success, the psion receives one extra die. For every two successes thereafter, the psion receives an additional bonus die (3 successes grant 2 bonus dice, 5 grant 3 bonus dice, etc.).

Mode: Psychbending

Will Control

Range: 12" Damage: None
APs: 3(1) Attack Roll: Psi
Psi Cost: 2(1) Template: None

The telepath overpowers his opponent's will, bending it completely to his own. Once this is done, the psion transmits mental commands to the subject, and he is compelled to obey. To subject his enemy's will to his own, the psion must get a number of successes greater than his opponent's mental attribute (MEN); if successful, the psion may activate the target and execute a single action with him. An action is defined by anything spending AP's; this includes using a mutation, moving, firing a weapon, etc. This initial struggle of wills costs the psion 3 APs and 2 Psi points.

Once the Will Control has been successful, though, the psion may continue to attempt

controlling the subject. This time, however, the AP and Psi cost is only one. The Psion must make another Psi roll, but this time he need only equal (or surpass) his target's MEN with his successes. He may do this as many times as he chooses until either he himself or his subject runs out of APs, but he must continue to make a Psi roll equal to or greater than the target's MEN for each command given. If he fails the Psi roll at any time, the psion loses control of his target and may not attempt Will Control again until the next turn. Regardless of the action segment the target's Action Counter indicates, the target will act during the phase of the controlling psion. If the Psion's turn ends before his subject is out of AP's, the subject may then finish any unspent APs (remember that the character is considered to be in ambush). After this has been done, the turn sequence is resumed normally.

Mind Shield

Range: 0" Damage: None
APs: 0 Attack Roll: None
Psi Cost: 1 Template: None

Psions with this power are able to guard their minds from all forms of telepathic intrusion by setting up a barrier of psionic static. When any telepathy power or Taint power that affects the mind (such as Synaptic Disruption) is used against the psion, he may spend a point of Psi to decrease the effect by 2 dice. He need not spend the point of Psi (for example if he is saving Psi to make an attack or the telepathy power used on him is beneficial).

Mindwarp

Range: 10" Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 3 Template: None

With Mindwarp, the telepath can alter his target's memories, adding, deleting, or otherwise bending them as desired. In battle, a psion using Mindwarp can temporarily disable an enemy's ability to use mental powers.

Roll Psi to make the attack. For every two successes, the psion may "disable" any one of the target's Psi or Taint powers for the remainder of the turn.

Will Breaker

Range: 14" Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 2 Template: None

The telepath with the Will Breaker ability can effectively shatter his opponent's will to fight. Battles involving Psions with this power have been known to end without a single

shot fired; the enemy simply gives up or flees.

Roll Psi to attack. If the roll exceeds the MEN of the target, the target's will to fight has been broken. Replace his Action Counter with a Rout Counter, or place a Rout Counter next to him if he has already been activated that turn. If the target has not yet been activated, he is activated in the rout segment of the action phase and spends all his APs fleeing the battle field. If the rout segment has already passed, or the character has already been activated, then the Rout Counter remains through the next turn. The victim may not attempt to rally until he has spent one turn fleeing. The target will continue to flee in subsequent turns until a successful rally has been rolled.

Shagg's Fury

Range: 0" Damage: None
APs: 0 Attack Roll: None
Psi Cost: 4 Template: None

An expert telepaths can anticipate his enemy's defensive actions before they happen, allowing him to attack where the enemy will be more vulnerable. The psion slips past his opponent's attempts to counter or dodge his attack, scoring hit after hit before the victim even realizes he has been defeated by his own transparent thoughts.

When engaged in Close Combat, the psion may expend the Psi points to activate Shagg's Fury. The psion then receives 2 bonus dice to hit against his opponent, either until combat between the two ends.

Orgotek

Electrokinesis

The electrokinetic commands the whole of the electromagnetic spectrum. These psions are masters of energy. An Orgotek agent can take control of electrical devices, disrupt and control the natural electrical patterns of the human body, and shape light waves into holographs or lasers.

Communications
Because of Orgotek's vastly superior intra-unit communications systems, the Orgotek player may choose to activate up to 3 units outside of the normal phase order. If a player fields a force made entirely of Orgotek units, he can nominate a model/support squad to act during a phase not indicated by the command counter. For instance, he may activate a psion with a move and shoot counter during the Evasive Maneuver phase. The activated unit may perform actions just as if it were the phase of his command counter.

Electromanipulation

The operative with this aptitude commands the electrical impulses traveling through the

synapses of living organisms. The skilled electromanipulator can override a target's voluntary muscle control or even enhance the speed and efficiency of an ally's synaptic network.

Disruption

Range: 18" Damage: None
APs: 3 Attack Roll: MEN
Psi Cost: 2 Template: None

The psion causes the target's bioelectric energy to fire randomly, effectively "shorting out" the target's voluntary muscular control. Disruption may be used against only one model within 18 inches. The Orgotek rolls a number of dice equal to his MEN rating. If the total number of successes is greater than the MEN rating of her target, place a Confusion Counter next to the target. Upon the target's next opportunity to spend Action Points, the Confused Counter is removed instead of taking any actions.

Static Shield

Range: 0" Damage: None
APs: 0 Attack Roll: None
Psi Cost: 2 Template: None

The static shield is a low-level field generated around the electrokinetic's body, protecting him against all electrical attacks and Electromanipulation attacks. Such attacks include tasers, the electrical arc attack of Aberrants, and even the probes of scanning devices. When the psion is subjected to an electrical attack he automatically generates a Static shield if he chooses and has at least one Psi point available. The attack is reduced by two dice. Every time the Orgotek suffers another electrical attack, one additional Psi point must be spent to use the static shield.

Control

Range: 15" Damage: None
APs: 5 Attack Roll: Psi
Psi Cost: 5 Template: None

The electrokinetic seizes control of the voluntary nerve impulses of a human target forcing the target to do his will. Control can be directed at only one model per turn, and the model can not have activated yet this turn. The psion rolls a number of dice equal to his MEN rating. If the total number of successes is greater than the MEN rating of the target the psion successfully controls the target. The psion player may control the victim and use all of his Action Points this turn as if the target were the player's own model. The player may use any of the target's abilities that are operated by bioelectricity but do not require brain energy (i.e. taint) to operate (i.e. energy blast, shooting spines, laser eyes, sonic scream, adrenaline sack, etc., may be used but no taint powers or mutations

like Matter acceleration, Electric Arc, Energy Wave, Warp Field, Force Field, etc.). At the beginning of the next turn, control of the model reverts to its owner.

Feedback

Range: 14" Damage: 4
APs: 4 Attack Roll: Psi
Psi Cost: 5 Template: None

The psion generates feedback within the target's own bioelectric system, overwhelming the target with a massive charge of electricity. The target is essentially electrocuted and begins to cook. The Orgotek makes a Psi roll: each success adds one additional die to the damage. Adding injury to injury, this damage is suffered internally and the target may only use his STA rating to soak damage.

Neuro-Acceleration

Range: 0" Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 4 Template: None

The psion can use this power to increase the speed and efficiency of bioelectrical currents flowing through a target's synapses. The psion selects a target and makes a Psi roll. For each success scored, the target gains an additional Action Point for the coming turn, to a maximum of double his base Action Points.

New Prometheus

Range: 0" Damage: None
APs: 4 Attack Roll: Psi
Psi Cost: 5 Template: None

Named in reference to the subtitle of Mary Shelly's 19th century novel *Frankenstein*, this disturbing power grew from the realization that newly deceased bodies are still subject to bioelectric impulses for hours or even days after death. With the help of a strong stomach an electrokinetic can channel bioelectricity into a target corpse, animating it. The psion makes a Psi roll. If any successes are scored the corpse is animated with two Action points available per turn. For each success scored above the first, the corpse gains an additional Action Point per turn.

The Psion may control the target corpse, moving it where she wishes and controlling its abilities. The corpse moves 1/2" for every Action Point spent and can make ranged weapon and close combat attacks with its attack dice halved. The corpse possesses a Stamina rating of 4 (its soak depends on the armor the corpse is wearing) and a Health of 5 (it's a corpse, it doesn't feel pain and it can continue to be animated so long as it isn't too pulped or torn apart to move - hence the relatively high Stamina and Health). During

the next turn if the psion wishes to maintain control of the corpse she may spend 2 Action Points and 1 Psi point to do so.

Higher Consciousness

Range: 0” Damage: None
APs: 0 Attack Roll: None
Psi Cost: 2 Template: None

Since consciousness depends on electrical activity and electrochemical processes, the electrokinetic can briefly maintain consciousness in circumstances that might otherwise knock him out. This has two practical effects for battlefield conditions. Attacks that otherwise would knock the psion unconscious are negated simply by spending two Psi points. If a psion is reduced to 0 health he may spend two Psi points and remain conscious and alive. This represents the fact that he is on death’s door but not quite dead. In this condition he may use half of his Action Points per turn but he may only move towards a source of healing or the edge of the board, i.e. he may not make any attacks or use any abilities. All of the psion’s energy and concentration is devoted to remaining conscious and finding getting medical attention. If the psion takes any more hits he will die, beyond any chance of resuscitation. Each turn he must spend an additional Psi point to maintain this effect, and he cannot recover Psi at the beginning of the turn.

Photokinesis

The Photokinetic aptitude focuses on the various ways in which the electromagnetic spectrum can be manipulated. The skilled photokinetic can perceive and manipulate all known electromagnetic frequencies and the shades of variation in between. The effects of such power range from using X-rays to spy hidden objects, to generating deadly lasers.

Spectrum Sight

Range: 18” Damage: None
APs: 2 Attack Roll: None
Psi Cost: 2 Template: None

With a bit of concentration the electrokinetic can perceive electromagnetic energy waves ranging from gamma rays and X-rays to infra-red and ultra-violet light. This means the psion can accurately detect heat traces on the battle field and use X-rays to see through walls. This power has two distinct combat applications.

1) The Orgotek can use Spectrum Sight on a target in line-of-sight and no more than 16 inches away to spot the weak points in his armor and target them. Any attack the Orgotek makes against the target this turn is increased by 2 dice.

2) The psion can use X-rays and infra-red vision to detect living creatures even through solid barriers at up to 18” away and can accurately target enemies behind solid barriers.

A target completely concealed by soft cover is treated as having no cover. If the target is concealed by hard cover, however, the psion must have a weapon or ability that can has a damage rating of 6 or above. If the Orgotek agent makes a successful attack roll, the hard cover bonus is ignored but the weapon's base number of damage dice is reduced by 2, since it has to punch through the barrier to reach the target.

Electromagnetic Shield

Range: 0" Damage: None
APs: 0" Attack Roll: None
Psi Cost: 2 Template: None

A Orgotek operative with an electromagnetic shield can shrug off attacks based upon electromagnetic energy waves. This includes both lasers and radiation attacks but does not include electricity-based attacks. When the psion is subjected to an electromagnetic attack he automatically generates a Electromagnetic shield if he chooses and has at least two Psi points available. The attack is reduced by two dice. Every time the Orgotek suffers another electro-magnetic attack, two additional Psi points must be spent to use the Electromagnetic Shield.

Laser Generation

Range: 18" Damage: 6
APs: 4 Attack Roll: Psi
Psi Cost: 4 Template: None

The psion draws in energy from her surroundings and emits it as focused laser energy, with devastating effect. This laser can punch through armor and wreak havoc on a target's softer body parts. Roll a normal Psi attack: each success adds one additional die to the damage of the laser.

Highlight

Range: 16" Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 1 Template: None

The psion can intensify the light around a target, outlining the opponent with a bright nimbus. The psion makes a Psi roll. Even one success means the target is enveloped in light. For the rest of the turn all who attack the target add two dice to their attack rolls.

Hologram Creation

Range: 0" Damage: None
APs: 2 Attack Roll: None
Psi Cost: 3 Template: None

The Orgotek agent under attack can create several holographic images of herself that appear quite real - particularly under the confusing circumstances of combat. For the rest of the turn all ranged attacks against the psion are reduced by 3 dice as enemies are confused by the mirror images.

Magnification

Range: 0” Damage: None
APs: 1 Attack Roll: None
Psi Cost: 2 Template: None

The electrokinetic uses his ability to manipulate incoming light waves, turning his eyes into organic telescopes. For the remainder of the turn the psion treats all ranges as if they were short range (in ranged attacks the maximum range of a weapon or Psi-power cannot be exceeded).

Wavelength Remapping

Range: 18” Damage: None
APs: 3 Attack Roll: Psi
Psi Cost: 3 Template: None

Wavelength remapping works in the same manner as Spectrum sight with one fundamental difference. The electrokinetic can tune into one range of electromagnetic frequencies (infrared, X-rays, etc.) and make it visible to other agents who are within three inches of the electrokinetic. Nearby agents effectively possess the abilities of Spectrum Sight. These agents do not need to spend any Psi for using Spectrum Sight, but they do need to spend the requisite 2 AP’s. The electrokinetic using this power must specify which frequency of light he is making visible and the target at which he is focusing. If the target moves out of range or moves more than 2 inches to either side of his original position, Wavelength Remapping must be renewed at the full cost of 3 APs and 3 Psi points.

Optical Cloak

Range: 0” Damage: None
APs: 3 Attack Roll: None
Psi Cost: 3 Template: None

Orgotek scientists discovered the secret of Optical Cloak while studying Chromatic corpses. With this ability an agent bends light around her body to become virtually invisible. Because Orgotek has not perfected this power yet, Optical Cloak does not confer complete invisibility. Optical Cloak subtracts 4 dice from any close combat or ranged attack. There is a drawback: an electrokinetic covered by an optical cloak has difficulty seeing out and must reduce her attacks by one die.

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Technokinesis

Technokinesis is the ability to manipulate and control the energy flow of hardware and bioware. With this power the electrokinetic can expand his consciousness into the energy flows and operating systems of surrounding hard-tech and biotech. The effects in combat can be very impressive. The skilled technokinetic can anticipate the moves of an enemy vehicle, erase the special programming of formatted bioware, or even generate deadly microwave bursts.

Initialize

Range: 16” Damage: None
APs: 2 Attack Roll: Psi
Psi Cost: 3 Template: None

The psion manipulates the programming of a device causing it to reset to its original fresh-from-the-factory status. In combat this means that a psion can remove the formatting from any piece of bioware. The psion makes a Psi roll. A single success serves to remove the format counter from any piece of bioware.

Power Surge

Range: 16” Damage: None
APs: 3 Attack Roll: Psi
Psi Cost: 3 Template: None

The psion applies electrical surges and magnetic bursts to critical systems in a hard-tech device, short circuiting it and rendering it temporarily useless. The electrokinetic makes a Psi roll. If she is successful the device is jammed.

Interface

Range: 0” Damage: None
APs: 3 Attack Roll: Close Combat
Psi Cost: 3 Template: None

The psion using this power may interface with any device equipped with an electronic operating system - from a car to a computerized sentry gun. The psion must be in base to base contact with a vehicle or device that has not used its action counter this turn. If the psion rolls at least one success using his close combat rating he can control the device or vehicle with his mind and force it to spend its action points any way he sees fit - within the limitations of the device or vehicle.

Lockout

Range: 10” Damage: See Below
APs: 4 Attack Roll: Psi
Psi Cost: 5 Template: None

The electrokinetic manipulates the data flow of a vehicle control system to scramble operator commands and lock the driver or pilot out of the vehicle’s navigational system. The psion makes a Psi roll: for each success the vehicle is considered damaged. If the vehicle suffers three units of damage during the turn it is considered out of control, and will move in a random direction when it activates. Roll for deviation and the vehicle will use all of its action points to move in that direction striking anything in its path.

Microwave Burst

Range: 16” Damage: 6
APs: 4 Attack Roll: Psi
Psi Cost: 5 Template: 3 inch

This power, while not part of standard Orgotek training, has become a mainstay of the Ops agents in Aberrant Defense. The Microwave Burst is simply lethal. The psion generates a microwave field around a target point as a three inch template weapon. Any targets caught within the microwave field literally boil from the inside, sometimes even exploding from the pressure. The damage can be extremely gruesome as the microwaves attack the insides of the target and ignore armor. All victims must soak using only their Stamina rating.

Tap

Range: 16” Damage: None
APs: 0 Attack Roll: None
Psi Cost: 1 Template: None

Using the Tap ability, the psion can monitor the flow of information through electronic equipment. At any point during the turn the electrokinetic may simply spend the one point of Psi and look at the Action counter of an enemy vehicle within range. Using this power is not considered an action, and does not cost APs. The electrokinetic may still act with her full APs during her assigned phase of action.

Transmit

Range: 12” Damage: None
APs: 3 Attack Roll: None
Psi Cost: 4 Template: None

With some practice the psion can receive and transmit signals along the lower end of the electromagnetic spectrum from radio waves to microwaves, and even infra-red

frequencies - all without need of actual transmitters of receivers. This means that an electrokinetic agent can instantly transmit a command to another electrokinetic agent (with or without the transmit power) on the battlefield and the receiving agent may instantly act upon that command. For example, an Orgotek player chooses to activate a psion with the ambush command during the Take Cover phase. The psion uses the Transmit ability to activate another psion 12" away. The newly activate psion, whether he had a take cover, charge, evasive maneuver or move and shoot counter, could take his actions outside of the normal phase order.

Upeo Wa Macho

Teleportation

Teleportation is truly one of the most spectacular and powerful of all the noetic sciences. The Teleporter uses her noetic abilities to transform herself or something else into subquantum particles that can then instantly transfer themselves and reform to virtually anywhere in the universe. The Teleporter needs to be accurately visualize the location in her mind in order to use the power. Without the help of others this means that the teleporter can only transport to places she has spent some time in, not say a park she visited one afternoon last year or a battlefield she only saw for the first time an hour ago. One way around this is to have a comfortable place that moves, like the inside of a spaceship or even a VARG.

Working in conjunction with other psions the Teleporter can greatly extend the flexibility of their power tremendously. A Clairsentient can use his powers to see somewhere, a Telepath can transfer this image to the Teleporter's mind, and the Teleporter can transport to the location. Unfortunately these days the Upeo Wa Macho do not get along with the Ministry or even ISRA very well.

On the battlefield the Teleporter's abilities have a number of uses. One thing they cannot do is teleport into solid objects or teleport other things into solid objects. The teleporting process requires the psion to create a pocket of vaccum where the transported person or object is going to end up. Psions can easily push aside air and even liquid to create this pocket, but not solid material. The rush of air into the space the Teleporter just left and the rush of air out of the space she is arriving in usually results in a loud popping sound accompanied by a flash of light as the noetic energies manipulate space and matter. As a result many people refer to Teleporters as "Poppers" or "Bangers."

Basic Technique:

Spatial Sense

Teleporters quickly become very aware of everything around them at all times. Their psi

senses keep them aware of any shifts in their immediate space, whether it be a rat moving behind a wall or an Aberrant about to warp in behind their back. Coupled with the Upeo Wa Macho's general paranoia these days, this makes it very difficult to surprise a Teleporter. All Upeo receive a +1 bonus to their Initiative, as if they had a Leadership skill of 1.

Mode: Translocation

This first mode is the most straight forward of the Teleportation Modes: the ability to transport oneself from one location to another. As stated above, the Teleporter can only transport to places she knows well or can actually see. Note that actually seeing something means being able to see in enough detail to make out an individual person. Thus while we can see the moon, we cannot make out enough detail to see a person standing on the moon so the psion can't "see" it as far as Teleporting is concerned.

Spatial Integrity

Range: 12" (see below) Damage: None
AP's: 0 Attack Roll: Psi
Psi Cost: 3 Template: None

Before a Teleporter learns to actually move things he needs to get acquainted with space itself. The key to successful teleporting is the shifting of noetic forces to create links between two locations. In the process of learning this basic ability the psion also learns how to prevent others from shifting the spatial integrity around him. The psion can use his own ability to block anyone trying to teleport or warp into his immediate vicinity.

The teleporter can use this power any time someone or something tries to use Teleportation or the Aberrant Warp ability within 12" of the character (meaning that the target is going to end up within 12" or attack with a Warp Field within 12", the target can be any distance away). This includes the Aberrant heavy weapon Warp Field and the power Warp. The psion must make a Psi roll and score at least one success in order for this power to work. If the psion succeeds the target attempting to Warp or Teleport still spends whatever Psi, Taint, and AP cost associated with the power

Jump

Range: Line of Sight Damage: None
AP's: 5 Attack Roll: None
Psi Cost: 4 Template: None

The Teleporter's most basic application of her art, this ability allows the psion to transport herself and her equipment anywhere she can see. This means that she can move anywhere on the board where she has line of sight to. Although the teleporting is nearly instantaneous, the psion still takes a moment to prepare and recover from the jump and may not make any attacks the same turn she teleports. Teleporters can Jump out of Close

Combat without the normal penalties and free attacks associated with leaving Close Combat.

Long Jump

Range: Special Damage: None
AP's: 5 Attack Roll: None
Psi Cost: 5 Template: None

While jump is good for practice and useful for short hops, the Long Jump is really the Teleporter's bread and butter technique. He uses this power to transport himself anywhere he knows well enough to create an accurate mental picture of. All Teleporters have a number of hiding places and safe houses that they know very well and can "run" to if they get in trouble. This is great for getting out of a fight, but since most battles take place in strange places, getting back into the fight might prove impossible (at least through teleportation).

At the beginning of the game the Teleporter can secretly designate two locations on the map within 12" of the character's starting location (write them down on a piece of paper). The psion may teleport to either of these locations at any time in the game, even if he does not have line of sight. The character may also teleport to some hidden location off the game board. The character is considered to have survived the battle but may not reenter the game. Teleporters can Long Jump out of Close Combat without the normal penalties and free attacks associated with leaving Close Combat.

Shimmer

Range: 0" Damage: None
AP's: 0 Attack Roll: None
Psi Cost: 3 Template: None

The psion uses her ability to quickly transport her body in and out of a subquantum state, causing her to blink or shimmer as she moves. The result is that the character becomes very difficult to hit in combat or with ranged weapons. This ability allows the Teleporter to move about normally but she cannot engage others in combat. For the duration of the turn all attacks against the psion are made at -4, this is in addition to any cover the psion might enjoy, for a possible total modifier of -7! The psion cannot make any kind of ranged or close combat attack while using Shimmer.

Bilocality

Range: Line of Sight Damage: None
AP's: 3 Attack Roll: None
Psi Cost: 4 Template: None

This strange and powerful application allows the Teleporter to literally be in two places at once. The psion divides himself in two on a subquantum level, allowing him to appear whole in two locations. This can be confusing for the psion whose brain has to deal with two sets of stimuli but most psions use the power for a very limited time. Bilocality allows the psion to bilocate himself anywhere within his line of sight.

From that point the psion's second body can take any actions it has the AP's for. Note that both bodies draw from a single pool of AP's (this ability does not double AP's). At the end of the turn the second body disappears. Thus a character can bilocate into Close Combat or bilocate to some location and fire a weapon. While bilocated the psion can be attacked at either body location and suffers damage normally. At the end of the action phase the second body disappears. The psion suffers no penalties or free attacks if his bilocated body leaves Close Combat in this manner.

Mode: Transmassion

Where Translocation allows the psion to teleport herself, Transmassion allows the teleportation of other people and objects. The basic principles are the same and the typical bang and burst of light still accompany the transports. As with Translocation, the psion needs to be able to either see the target or have a strong familiarity with it. This rule applies to both the object or person the psion transports and the location she teleports the target to.

Move Object

Range: Line of Sight	Damage: None
AP's: 3	Attack Roll: Psi
Psi Cost: 4	Template: None

The psion can move simple, inanimate objects from one place to another as long as they are within line of sight. This allows the psion to easily transfer equipment from one character to another. The psion can move one item from himself to another character within line of sight or vice versa without any difficulty. Alternatively, he can place the item anywhere within line of sight on the field of battle. If the target does not want to give up the item the psion must score successes on his Psi roll equal to or greater than his target's dex. This power does not work on Aberrant mutations.

The psion can also use this power with grenades or remote bombs, but he must first spend the normal AP cost of using the weapon if he wants it to explode when it reaches its target. Grenades placed in this manner do not deviate like other area of effect weapons.

Move Person

Range: 0"	Damage: 6
AP's: 4	Attack Roll: Psi

Psi Cost: 5 Template: None

This power has two possible uses, one for friendly troops and one for the enemy. When used on friends it allows the Teleporter to transport a friendly unit in base to base contact with the psion just as if the target was using the Translocation power Jump: The person can move anywhere on the battlefield within line of sight of the Teleporter. Being thus transported reduces the target's AP's by 3 for their next action. Ignore the damage rating given above in this case.

Used against enemies, psions often refer to this power as the Upeo Death Drop. The psion teleports the target into the air and lets them fall a long, long way, something that causes severe damage: 6 dice plus the number of successes the Upeo scores on her psi roll. The psion must be in base to base contact with the target to use this power. The target returns to earth 1d10 inches from where it started, using a standard deviation template.

Transmit Object

Range: special Damage: None
AP's: 3 Attack Roll: None
Psi Cost: 3 Template: None

This power allows the psion to transport objects that he is familiar with to other locations he is familiar with, even if he cannot see any of them. In game terms this means that the Teleporter can have a hidden cache of weapons and equipment located somewhere off the battlefield. The psion player must pay the point cost for these items as normal. The teleporter can use this power to transport the items on to his own character sheet, onto a friendly character in his sight, or onto any location on the battlefield.

Transmit Person

Range: special Damage: None
AP's: 4 Attack Roll: None
Psi Cost: 5 Template: None

The psion can use this power to teleport people anywhere in the universe that she is familiar with. The only requirement is that she be touching them when she activates the power. This ability is very much like the Translocation power Long Jump and can be used in the same manner. As with the Long Jump, the psion can choose two on board locations that she can teleport to whenever she wants.

Selective Transmassion

Range: 30" Damage: 4
AP's: 5 Attack Roll: Psi
Psi Cost: 4 Template: None

This horrifying and deadly application of Transmassion allows the psion to cause grievous wounds from afar. Instead of transporting the whole person to another location, the psion teleports just a part of the person, like their hand, or some of their skin. This painful separation causes painful and often crippling wounds. The attack causes 4 dice of damage plus the number of successes the Upeo gets on his psi roll.

Mode: Warping

Where Transmassion and Translocation both involve moving matter between locations, Warping deals with changing the nature of location itself. A skilled warper can bend space through sheer force of will.

Warp Strike/Warp Dodge

Range: 0”	Damage: none
AP’s: 0	Attack Roll: None
Psi Cost: 4	Template: None

The psion actually warps the distance between herself and an opponent in close combat. Thus when the opponent swings the distance lengthens causing the blow to miss. Used offensively, it allows the psion to warp distance so that her strikes hit true from seemingly impossible distances.

Used defensively this ability causes a single opponent in Close Combat to suffer a -3 modifier on all attacks made that turn. Used offensively, it allows the psion to make close combat attacks at targets up to 5” away without the target having the ability to counterattack.

Spatial Expansion/Spatial Contraction

Range: 20”	Damage: None
AP’s: 2	Attack Roll: psi
Psi Cost: 4	Template: None

By contracting or expanding space, the psion can make it easier or more difficult for someone to move across the battlefield. The psion makes a normal psi roll. The number of successes indicates the number of inches the psion can add or subtract from the target’s total movement. This power is used during the movement phase, after a player has decided how many AP’s he or she is spending for movement. The target must start the movement within the power’s range but can move out of range in the course of their turn.

For example, an Upeo wants to help a fellow psion enter close combat. He uses this power, makes a psi roll, and gets 4 successes. The psion gets to add 4” to their movement. Alternatively the Upeo wants to keep an aberrant from entering close combat. The same roll would subtract 4 inches from the aberrant’s movement.

Fading

Range: 0” Damage: None
AP’s: 2 Attack Roll: None
Psi Cost: 5 Template: None

The psion causes her body to literally fade into insubstantiality so that she no longer reacts with he rest of the physical world, much like a ghost. This allows her to pass right through physical objects and makes her immune to physical attack. Of course it also prevents her from making any physical attacks. The character can walk straight through walls and suffers no penalties from terrain nor can she be targeted by any attacks, although she can attack using psi powers.

Extrusive Crumpling

Range: 0” Damage: special
AP’s: 4 Attack Roll: Psi
Psi Cost: 5 Template: None

The psion can expand or contract a person or object in space. This has many scientific uses but has only one real battlefield application. The Upeo can use this power to warp a target so that they cannot move or act for the next round of combat. This requires that the Upeo be in close combat with the target and make a successful close combat attack. He then spends the psi and makes a psi roll. If he gets at least one success the target is crumpled into a ball and cannot loses its next action. The target suffers no other ill effect. It can be the target of other attacks and soak damage as normal.

Teleportal

Range: special Damage: None
AP’s: 5 Attack Roll: None
Psi Cost: 6 Template: 7”

The psion actually warps space to the point where it transfers a whole region from one place on the battlefield to another. The Upeo places a 7” template on the field with herself in the center. This represents the ball of light that forms when she begins to create the teleportal. At the beginning of the psions *next* action, any models within the template teleport anywhere on the field within the psion’s line of sight. Teleported units may take their actions as normal from their new location.

<3>THE LEGIONS—SEVEN DIFFERENT FORCES
<3>ORGOTEK

<3>MINISTRY
<3>AESCULAPIANS
<3>ISRA
<3>NORCA
<3>UPEO WA MACHO
<3>CHITRA BHANU

[For Orgotek and the Legions, don't forget out 3,337 word count for the material we sent to Jack/Richard. This was approved and suggested and cleared for takeoff by Chris personally.]

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<1>ABERRANTS
(15,000 words from Aberrants to Chromatics)

The Aberrants
Blight Zone
[BEGIN SIDEBAR]
...ashes to ashes, dust to dust…
—Excerpts from ravings of prisoner taken in LAST Zone operations
… and that the angel Wycofiel cast off his mortal coil and ascended into heaven in a blaze of glory and that God saw the peoples of America and said they are evil and gave them unto Him to cast into hell, even as we are now, and Wycofiel said is there no hope, and the Lord said yeh there is hope, judgment day is coming and the people shall be given one more chance to redeem their souls for ever and ever, and you shall return even as my messenger…
...follow me, strive against the forces of the Deceiver whom ye shall know by the signs of the sixteen, the faithful shall overcome, beware the lures of the damned, they shall speak unto you of Promised Lands and fabulous wealth and pleasant pastures, but there is only hell, look around you, do you not see it, yeh, though you be martyrs, you shall rest within the earth until thy messenger returneth, ye shall walk the pathways through darkness, that ye may gain respite from hell, and dream of the light, and yeh when ye have built the Fortress of God beneath the very cornerstone of hell, then shall the angel Wycofiel herald the Second Coming and raise ye from the earth in the Resurrection…
…heresy! Heresy! He pollutes the fire of the Prophet, he must die!
>>> At this point in the questioning session the prisoner assaulted Sergeant Ames who had just lit a joint with pyrokinesis. Since he was human, we turned the deluded bastard over to the FSM representative. Last I hear, he was still screaming into some psychiatrist-agent program in his cell in Chicago. Poor guy. <<<
[END SIDEBAR]

Ten New Powers
Aberrant Skill Rules
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<1>NON-PSI FORCES

Non-Psi Forces

Introduction – a quick rules setup for how to create an entirely non-psi force, mentioning that they consist mostly of special operatives, support troops, and vehicles/VARGs. It will draw on the new support troop and vehicle creation rules by referencing them.

Special Operatives Rules – I think again I already have a good handle on this. This will immediately follow the introduction to the non-psi forces as it is pretty much the backbone of that sort of list.

The FSA – notations about what makes the FSA so special on the battlefield. SpecOps are generally CSA agents. They may take one psion who is part of Noetic Affairs, but this psion cannot be more than Tier 2 and they must have a Noetic Affairs "baby-sitter" of the same or higher Grade.

The Mexican Rebels – should have lower tech level and so forth to give flavor. They also can get a single psion, but their psion can be of up to Tier 3 of any order, representing the immense support they are getting. Alternatively, they can have a single Aberrant up to Caste 3, representing the fact that the particular rebel squad is part of the Los Desolados Federal terrorists or some other such group.

<1>SPECIAL OPERATIONS

<2>CHARACTERS

Despite all claims to the contrary, the world is not entirely run by psions. There are many incredibly well-trained soldiers and operations agents who have no ability to manipulate psi energy or the taint. Though they cannot burn people with their minds or stop a bullet just by thinking about it, these Special Operatives demonstrate deadly skill using cutting edge technology in weaponry and gadgets. Deprived of the free ride given to the mighty psions, SpecOps try all that much harder to compete.
FSM veterans of various branches special forces, CSA agents and assassins, experienced rebel leaders and hardened mercenaries are just some of the sorts of people who make up the ranks of SpecOps. Every national government and powerful metacorporation maintains individuals with the right talents for dangerous jobs that just have to be done. It might seem that such diverse people would have little in common, but in reality their line of work is pretty much the same wherever you go. It should also be noted that often an individual's official rank has nothing to do with their grade of proficiency. Warriors are not always the best politicians. Aeon Trinity hires or recruits a significant number of SpecOps to assist us in crucial missions involving the fate of mankind.

[BEGIN SPECOPS CHARACTER SHEET]
[Run a Health Track down the left hand side. There should be a heck of a lot of room for skills, though.]
[There shall be no psi or taint track here. The FSA don't need no stinking psions. I hope you will not that I am also trying to leave this sheet universal enough that it can really represent any non-psion, non-Aberrant force. This is good for doing scenarios with

Texan rebels or Mexican freedom fighters. It is also a good base for any future products.]
Trinity Battleground
SPEC OPS CHARACTER
Name: Nation: Grade:
Experience: Armed Force: Base/Total:
__Ranged __Heavy Weapons __Close Combat __Soak
__STR __DEX __STA __MEN __SOC
__HLTH __INIT __AP

Skills		Weapons and Armor	
_____	_____	Item_____	Item_____
_____	_____	Points_____	Points____
_____	_____	Item_____	Item_____
_____	_____	Points_____	Points____
_____	_____	Item_____	Item_____
_____	_____	Points_____	Points____
_____	_____	Item_____	Item_____
Skill	Level	Points_____	Points____

[END SPECOPS CHARACTER SHEET]

<2>Special Operatives Character Creation
[Chris, if you are looking for the justification for this chart, it is exactly the same as the Psion chart minus 25 points to make up for lack of psion powers. My figuring is that a psion beginning averages 5 Psi and if you treated each point of Psi as a skill it would be worth 25 points. The extra skills received by a SpecOp should hopefully make up for the lack of psi powers, as they will receive a number of extra skill points equal to SOC+MEN.]
SpecOps characters are created in virtually the same manner as psions except that they gain more skills and do not possess psi powers. To create your own SpecOps character, choose a Grade from the chart below, and split the respective number of Attribute points between STR, DEX, STA, MEN and SOC as normal.

[Begin Sidebar: Proteus Archive: FSM Military Grades Since this is supposed to be a video clip, it would be best headed with a color illustration that has 'video lines' running through it of a newbies in front of a sergeant.]

FSM Military Grades
-Taken from a film of Sergeant XX of the Federated States Army addressing a room of new recruits

Grades! How many times do I hafta tell ya, Private, Grades! Rank is what you wear on your shoulder! Now you get down and push a little… the Earth has been spinning for 'bout two billion years and it's getting tired, help it along some now… while I try to explain it to you and your fellow knuckleheads again!

What? Are you laughing? Well, since you think its funny, you can get down with him! In

fact, you can all get down with him!

Now where was I…?

Well, basically things don't break down real clean, you got officers, you got Warrants, and you got enlisted…. Basically I'll break it down to what you need to know.

Grade 0: Privates, and civilians that are occasionally pressed into service… (E-1 to E-3), basically these guys are just support troops.
Grade 1: Sergeants and corporals. The lower NCOs, these are the backbone of the Army. Guys in these ranks also make up a lot of Op teams. (E-4 to E-7)
Grade 2: Senior NCOs like Master Sergeants and First Sergeants. These guys have usually been in since you were in grade school and have the experience and knowledge to show it. (E-8 to E-9)
Grade 3: Lieutenants. Officers… the guys I've been making you salute the past few days. Some of these guys are Academy graduates, most of 'em have a decent education, and know what the heck they're doing when leading others. (0-1 to O-2)
Grade 4: Captains. These guys command entire companies of regular grunts, and head most Op teams. (O-3)
Grade 5: Higher field-grade officers like Majors, Lieutenant Colonels, and Colonels, who've usually been in awhile and got the know-how to show for it. (O-4 to O-7)
Grade 6: Generals. The guys who run the entire show. If you see one, you'd better just snap a salute and hope he or she doesn't actually notice you. If they do you're probably in for a world of hurt. But none of you will ever make it this far, you're all too lazy! (O-8 to O-11)
All right, get up, now we've got to learn some important names around here…
<<< Clip terminates. The sergeant's general pattern of abuse continues for several hours. >>>
[END SIDEBAR]

<3>Grade Chart—SpecOps
Grade 1 SpecOps (Base Value 50 pts)
Attributes: 12/ Max Attribute: 3/ Base AP: 3
Grade 2 SpecOps (Base Value 75 pts)
Attributes: 14/ Max Attribute: 4/ Base AP: 4
Grade 3 SpecOps (Base Value 125 pts)
Attributes: 16/ Max Attribute: 4/ Base AP: 5
Grade 4 SpecOps (Base Value 225 pts)
Attributes: 18/ Max Attribute: 5/ Base AP: 6
Grade 5 SpecOps (Base Value 375 pts)
Attributes: 20/ Max Attribute: 5/ Base AP: 7
Grade 6 SpecOps (Base Value 600 pts)
Attributes: 22/ Max Attribute: 5/ Base AP: 8

Note: When creating a campaign Special Force, you may take only one Grade 3 character. The rest of the Special Force must be composed of Grade 1 and 2 SpecOps,

and support troops.

<3>Determining Secondary Attributes
Combine each character's Attributes to generate the following secondary statistics:
HLTH (Health)
Health is equal to Strength + Stamina
INIT (Initiative)
INIT is equal to SOC + Leadership Skill (if any)
PSI/TAINT
SpecOps do not have any psi or taint.
AP (Action Points)
AP is equal to Base AP + MEN

<2>Skills
<3>Special Operatives Skills
While psions are spending large amounts of time learning to control their newfound powers, special operatives continue to receive training in their fields of expertise. As such, special operatives do not have psi or taint powers, but they are armed with a formidable amount of field experience. To represent this, special operative characters receive a base number of skill points as indicated in the table below, PLUS a number of extra skill points equal to SOC+MEN.
As for psions, these skill points may be spent across a broad base of low point skills or added to purchase a high ability with narrow focus. Please note that Meditation provides no battlefield benefit to SpecOps. Also remember that secondary skills cost only half as many points as primary skills. (See Trinity Battleground Rulebook pg. 75)
Skill Chart

Grade 1	1 Skill Points	Max Skill Level: 2
Grade 2	2 Skill Points	Max Skill Level: 2
Grade 3	3 Skill Points	Max Skill Level: 2
Grade 4	4 Skill Points	Max Skill Level: 3
Grade 5	5 Skill Points	Max Skill Level: 3
Grade 6	6 Skill Points	Max Skill Level: 3

PSI AND TAINT POWERS
SpecOps do not receive any Psi or Taint powers. They are normal, if exceptionally skilled, human beings.

COMBAT STATS
Calculate combat statistics as follows:
Ranged = DEX + Firearms Skill (if any)
Heavy Weapons = DEX + Heavy Weapons Skill (if any)
Close Combat = STR + Melee Skill (if any)
Soak = STA + Armor Rating of any Equipment Counters purchased (see below)

PURCHASING EQUIPMENT
Now that you have established the basics of your SpecOp characters in your Special

Force, you can outfit them with gear. You may select weapons, armor and mutations for your troops based on the number of points that you have left after initial character creation. The point value of each item is listed in brackets next to its name on the appropriate counter. Limits on buying equipment are as for psions on page 76 of the Trinity Battleground Rulebook.
One important note is that bioware can be used unformatted by non-psion characters, therefore you may purchase bioitems. As a non-psion SpecOp, you may NOT purchase or use psi-format counters.

FINISHING TOUCHES
Congratulations, you have created one of the world's ultimate professionals, a SpecOp working for the FSA. Now all you need is to fill in the special operative's name, nation of service (that better be the FSA, we don't want any traitors now do we), armed force (such as Navy SEALS or Army 22nd Airborne) and Grade. For now enter 0 for experience, until your operative hits the field and runs some missions.

EXPERIENCE POINTS
SpecOps gain experience as normal for psions and Aberrants. Surviving and remaining conscious at the end of a battle garners a character eight Experience points. Surviving but being taken off the field unconscious is worth four Experience points. Additional Experience may also be awarded for completing mission objectives. Experience points are then multiplied by the character's Grade rating.

SPENDING EXPERIENCE
SpecOps spend experience in the same manner as psions. It is worth noting, however, that whenever a SpecOp gains a point of MEN or SOC, he also gains a skill point, instead of receiving psi powers and points.
As always, spend the necessary experience noted on the Cost charts below and roll on the respective Increase or Skills Charts. Attributes and Skills may not be raised than the maximum indicated on the SpecOps charts above.

ATTRIBUTE COST
SpecOps
Grade 1 SpecOps: 10
Grade 2 SpecOps: 20
Grade 3 SpecOps: 40
Grade 4 SpecOps: 60
Grade 5 SpecOps: 75
Grade 6 SpecOps: 90

ATTRIBUTE INCREASE CHART
SpecOps
1 Character's MEN increases by one
2 Character's DEX increases by one
3 Character's STR increases by one
4 Character's SOC increases by one

5 Character's STA increases by one
6.10 Increase the Attribute of your choice by one

SKILLS COST

Grade 1 SpecOps:	Primary Skill: 5	Secondary Skill: 2
Grade 2 SpecOps:	Primary Skill: 10	Secondary Skill: 4
Grade 3 SpecOps:	Primary Skill: 20	Secondary Skill: 8
Grade 4 SpecOps:	Primary Skill: 30	Secondary Skill: 15
Grade 5 SpecOps:	Primary Skill: 40	Secondary Skill: 20
Grade 6 SpecOps:	Primary Skill: 45	Secondary Skill: 22

NEW PRIMARY SKILLS CHART

Make two simple rolls: The first determines whether to use Chart A or B. The second die determines the Skill from the appropriate table.

Chart A (Roll 1-5)
1 Athletics
2 Firearms
3 Heavy Weapons
4 Leadership
5 Medicine
6.10 Take any Skill from Chart A

Chart B (Roll 6-10)
1 Melee
2 Might
3 Parry
4 Sharpshooter
5 Toughness
6 Willpower (see below)
7-10 Take any Skill from Chart B

NEW SECONDARY SKILLS

Make a simple roll to see what new Skill you acquire. You may choose only one of the Skills listed for your roll.

1 Blind Fire or Engineering
2 Fight Multiple Opponents or Pack Horse
3 Shoot into Close Combat or Sniper
4 Trick Shot or Evasion
5 Stealth
6-10 Take any Secondary Skill of your choice (from this table or see below)

<3>Additional Trinity Battleground Skills

The original Trinity Battleground rules cover most of the skills that a psion is likely to have. There are a few additional skills that meet the special needs created by the introduction of vehicles and non-psion characters.

<3>Primary Skills

Meditation: It is worth noting that SpecOps may not receive any benefit from this skill

on the battlefield. Some religious believers and practitioners of martial arts learn it for their own inner peace.
Willpower: Some people are just so strong of will that even psions and Aberrants have trouble affecting them. Each point of Willpower rating adds one die to any rolls to resist or soak attacks by Psi or Taint powers. Oddly, the attunement of psions and Aberrants to such forces makes them more susceptible, and thus psions and Aberrants may not learn this skill.
<3>Secondary Skills
Drive: Some soldiers receive additional training in the operation of transports and combat craft. Others just enjoy the thrill of a fast machine and the open road. Each level of this skill provides one extra die to use during any Ramming roll or any roll to prevent loss of or regain control of a vehicle.

<3>SAMPLE CHARACTERS—Special Operatives & Psions
We have provided some sample psions and non-psi SpecOps in order to give you some ideas of just what you can do with the character creation systems. White Wolf will be releasing these special miniatures, so look for them at a gaming store near you.

Orgotek Psions
[Chris, I have come up with four miniatures for Orgotek, though it is really only three characters. If you read below you will see what I mean.]
Clark Norris, Lumen/Operations and LS-1 "Ellison" Holo-Operative
[This is meant to be an interesting two miniature blister pack. When designing Clark Norris, please try to give him a flamboyant air. That armor vest he wears just looks out of place with his flashy metallic or hologram-reflectant clothing and his hair should be some devilish future style. Nova is an incredibly bright, charismatic man driven to help the people but aching to create, a 22nd century Renaissance man. Ellison should somehow look like a hologram version of Clark Norris, even though in the roleplaying sense he is an illegal military grade hologram who is normally very difficult to distinguish from a real combatant. Perhaps his very angular features and lack of any actual weaponry or armor give him away.]
Originally assigned to the Cairo Lumen-Ra HQ, this Quebec native proved surprisingly valuable in assisting the Fourth Legion in suppressing a deadly rogue psion led terrorist force. His use of the illegal military grade holographic agent LS-1 "Ellison" was forgiven in honor of his success and bravery though his superiors suggested that his talents might be better put to use in Operations. A month later, Clark Norris found himself in Mexico training to assist Orgotek in the event of conflict with the FSM. He sorely misses his chance to draw upon his extraordinary creative studies into holographic photokinesis and advanced satisfactory intelligence. The faithful holo-program that still serves him is his sole link to his scientific legacy. The charismatic Clark Norris dreams of slipping back to his workshops, but feels compelled to put his talents and leadership qualities to use trying to help the Mexican people escape their oppression.
Clark Norris
2nd Tier Orgotek psion Base/Total: 100/175
STR: 2, DEX: 2, STA: 2, MEN: 4, SOC: 4
Health: 4, Init: 5, Psi: 8, AP: 8

Skills—Leadership 1, Firearms 1
Ranged: 3, Heavy Weapons: 2, Close Combat: 2, Soak: 4
Weapons and Equipment: Orgotek Wasp II Pulse Laser(35), Armor Vest (15), LS-1 Holo-Operative (25)
Psi Powers: Control Illumination, Spectrum Sight, Electromagnetic Shield, Stun
Special:
LS-1 "Ellison" Holo-Operative (25 points)
[This should be a green chip item. A smiling Max Headroom-ish version of Clark Norris's image would be neat on the card.]
Using extremely realistic grade hologram technology normally illegal to civilians, Clark Norris designed this decoy to protect himself in combat. LS-1 and Clark must remain within 2 inches of each other at all times. They act like a support squad, except that LS-1 does not really exist and Clark is a psion. To represent the effect of the tactics of LS-1 in drawing attacks to his immaterial being, the first attack that strikes Clark or LS-1 is automatically assumed to have struck the holo-image. If the attack is a ranged, close combat, psi or taint attack without a template it causes no damage. If it is a heavy weapon or power with a template, center the template on LS-1 and roll for deviation as normal. After one attack is absorbed by the hologram, the enemy has discovered the decoy and no further attacks are absorbed. LS-1 continues to move with Clark, however, and provides the equivalent of soft cover at all times.

Dr. Joseph Kronhaussen, Operations/Aesculapian trade
[This miniature should represent a hunched, but wiry older man, perhaps in his early 50's. He wears a bioweave vest because he likes the skinned muscle look of it
Born in the ruins of Europe, and given very little education early on, Joseph hardly seemed destined to become a doctor, much less an electrokinetic of psi order Orgotek. Fascinated by the medical profession, but unable to afford the schooling, he took every job available to him even remotely relevant. Finally, in his 40's, the struggling ambulance driver and part time mortician managed to get tested by the Aesculapian order, and to the surprise of everyone he appeared to be a potent latent electrokinetic. Orgotek snapped him up with every plan of entering him into the exchange program with the vitakinetic order. Unfortunately, psychological tests did not reveal the darker tendencies of the new psion. Now successful enough to take his studies in his own direction, Dr. Kronhaussen began experimenting with what had always secretly fascinated him, the dead. His studies were instrumental in the discovery of The New Prometheus procedure. As violence escalated in Mexico, the doctor requested a transfer and proved his desire to go by transferring into the Operations division of Orgotek full time. His scientific associates breathed a sigh of relief, happy to be rid of the eerie necromancer. Dr. Kronhaussen is exactly the sort of psion that the FSA loves to hate. He eagerly seeks conflict like a vulture circling in the desert. If Operations does not discover his gruesome tests before it is too late they may have quite a pubic relations disaster on their hands.
Dr. Joseph Kronhaussen
2nd tier Orgotek psion Base/Total: 100/170
STR: 2, DEX: 2, STA: 4, MEN: 3, SOC: 3
Hlth: 6, Init: 2, Psi: 5, AP: 8
Ranged: 2, Heavy Weapons: 2, Close Combat: 2, Soak: 8

Psi Powers: The New Prometheus, Contusion, Control
Skills: Medicine 1, Meditation 1
Equipment: Bioweave Vest (40), Poison Knife (30)

Eniac Smith, bioVARG pilot
Rugged and crude, Eniac was just a small-town mechanic of little note. His very presence at Orgotek was a stroke of fortune. It is said that he happened to be the only mechanic around when Alex Cassel's skimmer broke down during one of his Southwestern vacations. Apparently the proxy sensed something about the loud-mannered man that others did not, as he invited him to be tested for EK ability. Reportedly Eniac laughed in Cassel's face, but finally reported to a center two months later—drunk. His love of VARGs are known by all work with him—he makes sure of it. Eniac is very angry at the FSM right now—they destroyed his Silverfish bioVARG in a recent dispute on the border of Las Desolados Federal. While most people would be happy to be alive, this tough mechanic grumbles that somebody in the FSA's going to have to pay to fix his baby and he means it. He currently wears a Light BioVARG suit and wields a Voss 63K Laser.
Eniac Smith
2nd Tier Orgotek psion Base/Total: 100/230
STR: 4, DEX: 3, STA: 3, MEN: 2, SOC: 2
Hlth: 7, Init: 3, PSI: 5, AP: 6
Ranged: 3, Heavy Weapons: 3, Close Combat: 4, Soak: 10
Skills(2pts): Engineering 1, Toughness 1, Drive 1
Psi Powers: Lockout, Power Surge
Equipment: Voss 63K Laser (60), Light BioVARG Suit (70)

FSA SpecOps
Many nations train Special Forces that are fearsome despite not possessing psi or taint powers. These Special Operations characters are far more potent than support troops and a psion should be careful not to underestimate these dangerous foes. The various special operations personnel of the Federated States are particularly well-trained and efficient, deadly opponents.

Gunnery Sergeant Diana Archer, FSM Sniper
Diana is a thoroughly trained Special Forces Recon sniper. She travels light, relying upon her speed and stealth to keep her out of trouble and her remarkable aim to take down the enemy. The FSM Marines have currently stationed her in southern Mexico, operating mostly in enemy territory to disrupt supply lines and eliminate any resistance leaders she catches in her sights. She has already made three runs into the Yucatan from the Tampico Marine Base Camp. Military intelligence has prepared Sergeant Archer for her current mission with a few recent locales of famous freedom fighter Salvador de la Torre. Should she get a bearing on him, the Mexican rebels are likely to experience a heartbreaking loss.
Special Sergeant Diana Archer, FSM Sniper
Grade 2 SpecOp Base/Total: 75/175
STR: 2, DEX: 4, STA: 2, MEN: 4, SOC: 2

Hlth: 4, Init: 2, AP: 9
Ranged: 6, Heavy Weapons: 4, Close Combat: 2, Soak: 2
Skills(8pts): Athletics 1, Sniper 2, Evasion 2, Firearms 2, Stealth 2, Sharpshooting 1, Trick Shot 2
Equipment: Tainted Rounds (5), M-124 Sniper Rifle (95)

Agent Damocles, CSA Noetic Affairs
Aeon Trinity and Orgotek do not even know the real name of this agent of the CSA's Noetic Affairs Division. Code-named Damocles, he is believed to be charged with the disposal of psions determined to be treasonous by the FSA. Evidence shows that victims of suspected Damocles hits appear to suffer from confusion and acute levels of injected venom in addition to eerily efficient combat knife cuts.
Agent Damocles, CSA Noetic Affairs assassin
Grade 2 SpecOp, Base/Total: 75/215
STR: 4, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 6, Init: 2, AP: 8
Ranged: 4, Heavy Weapons: 3, Close Combat: 6, Soak: 6
Skills (7pts): Stealth 2, Athletics 1, Firearms 1, Melee 2, Blind Fire 2, Willpower 1
Equipment: Poison Knife (30), Orgotek VP-2 (70), Bioweave Vest (40)

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<1>ALIENS
<2>CHROMATICS

Chromatics

The Warriors and Commanders – a full-fledged chromatic warrior is very powerful, on par with a psion, whereas the younger or in Chromatic terms non-warrior types will qualify as mere support troops, covered above.

<3>Chromatic Psi Powers
Chromatics are powerful psions in their own right, though their culture and evolution has led to a combination of modes that form an aptitude unique to their race. Chromatics can choose powers from the Electrokinetic modes of Photokinesis and Electromanipulation and the Psychokinetic mode of Pyrokinesis. However, Photokinesis must be the primary mode of all Chromatic psions. This means that a Chromatic must choose all or all but one of their powers from the Photokinetic mode and may choose as many as one power from another of the modes. Chromatic psions have evolved independently of humanity, and therefore some of the additional powers available to them within the three modes that they practice are listed below.

<3>Group Psi Spending
The Chromatics within a single group act as spiritual comrades in arms and fight together for all of their lives. Their skills usually develop in a complementary and interdependent manner. Chromatic psi powers are no exception.

Chromatic Skills – Thermal Sensing and Blending are special secondary skills, I can see that is the easiest way to represent them?? As secondary skills, even a beginning Chromatic character or support troop could get one level in each skill.

Crystal Weapons – bioapps and light

War Beasts – riding beasts will act as a second model that must move in unison, where as Attack beasts will act alone and use vehicle rules

<2>QIN
<2>THE COALITION
++

<1>SUPPORT TROOPS

Support Squads – I have some good rules here already, of course

Humans – the rules as stands

Aberrants

Aliens – rules variations for each race

Chromatics

Coalition

Qin

Twists – general rules for twists, and at least 10 examples, including: Immune to MEN rolls, AP burst once per game, Special damage carryover attacks, multi-squad heavy weapons, immune to route, charge causes route test, extra AP's when stationary (hold your ground)

Trinity Battleground is meant to be a character based miniatures wargame. As such, the focus will usually be the mighty psions, crafty special operatives, sinister Aberrants and eventually even the mysterious aliens of the Trinity universe. Real battles are fought between armies made up of units of soldiers and, in an occupation that demands bravery, a soldier must be truly talented to become a lone hero. Support troops represent the soldiers who work together in small groups, capable of holding ground, engaging enemies and accomplishing battlefield objectives that don't require psi or taint powers or supernormal skill. Of course there may even be small groups of lesser psions or Aberrants who possess limited powers that you might wish to represent in the game as well.

Until now you have been limited in Trinity Battleground to playing the two sample support troop units listed on page 88 of the main boxed set's Rulebook and the few that have been released as special blister packs. Obviously, there are as many different types of support troops as there are militaries and security forces throughout the universe. These rules should allow you to design your own customized support troops. Future miniature releases will undoubtedly include more predetermined support troop squads, but now you will be able to use the miniatures to make up your own army support with your own ideas of what nation, order, Aberrant or alien faction you wish to represent.

<3>Customizing Support Troops

Support troops are represented in the Trinity Battleground game by units of troops ranging from three to ten members. Regardless of the size of the squad, the entire group must follow all Support Troops rules established on page 54 of the Trinity Battleground Rulebook. A support squad's characteristics are listed as a group on a single Support Troop Sheet, as included in the Operation Lone Star box. You should note that there is a special sheet to be used for each type of support troop set up with spaces for the statistics you will need to represent your group of soldiers whether they be Aberrants, lesser psions or FSM soldiers. The Special Forces Support Squad sheet can be used for FSM soldiers, CSA agents, Texan rebels, Mexican freedom fighters, Brazilian mercenaries or any other non-psion/non-Aberrant force. Let's take the world back for us normal people.

[BEGIN ABERRANT SUPPORT TROOP SHEET]
[Run a Health Track down the left hand side. I think it is important that the Aberrant support squads not route any more easily than their human counterparts. Unlike the greater Aberrants, these guys are terrified of their masters and are not likely to run away. If you insist on using the standard Aberrant levels, then a squad with three members would already be routing before they took ANY DAMAGE. I think that the Aberrant support should not route until they hit two Health. I understand the Thune have a special rule to avoid this, but not all Aberrants will.]
[Run a Taint Track down the right hand side. Some groups will use this track. Others will ignore it. If you want to do different sheets, then we would need an Aberrant support sheet with and without Taint track and Taint powers. This shouldn't be necessary. Actually, I think it would be awesome if the sheet was perforated along the edge of the Taint Track so that you could tear off the track if you weren't using it because you had no Taint. This would allow there to be only one sheet, but serve two functions more accurately.]
Trinity Battleground
ABERRANT SUPPORT SQUAD
Squad Name: Allegiance: Caste: 0
Members: Cadre: Base/Total:
__Ranged __Heavy Weapons __Close Combat __Soak
__STR __DEX __STA __MEN __SOC Description
__HLTH __INIT __TAINT __AP _____
Taint Powers (if any) Mutations
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
Power Range AP Taint Dam Roll Tem

[END ABERRANT SUPPORT SHEET]
[BEGIN PSION SUPPORT TROOP SHEET]
[Run a Health Track down the left hand side.]
[Run a Psi Track down the right hand side. Some groups will use this track. Others will ignore it. If you want to do different sheets, then we would need a Psion support sheet with and without Psi track and Psi powers. This shouldn't be necessary. Actually, I think it would be awesome if the sheet was perforated along the edge of the Psi track, so that you could tear off the track if you weren't using it because you had no Psi. This would allow there to be only one sheet, but serve two functions more accurately.]
Trinity Battleground
PSION SUPPORT SQUAD
Squad Name: Order : Tier: 0
Members: Strike Team: Base/Total:
__Ranged __Heavy Weapons __Close Combat __Soak
__STR __DEX __STA __MEN __SOC Skills
__HLTH __INIT __PSI __AP _____
Psi Powers (if any) Weapons and Armor
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
_____ _____ __ ____ ____ ___ ___ Item_____ Item_____
_____ _____ __ ____ ____ ___ ___ Points_____ Points____
Power Range AP Taint Dam Roll Tem
[END PSION SUPPORT SHEET]

[BEGIN SPECIAL FORCES SUPPORT TROOP SHEET]
[Run a Health Track down the left hand side.]
[There shall be no psi or taint track here. The FSA don't need no stinking psions. I hope you will note that I am also trying to leave this sheet universal enough that it can really represent any non-psion, non-Aberrant force. This is good for doing scenarios with Texan rebels or Mexican freedom fighters. It is also a good base for any future products.]
Trinity Battleground
SPECIAL FORCES SUPPORT SQUAD
Squad Name: Nation: Grade: 0
Members: Armed Force: Base/Total:
__Ranged __Heavy Weapons __Close Combat __Soak
__STR __DEX __STA __MEN __SOC
__HLTH __INIT __AP
Skills Weapons and Armor
_____ _____ Item_____ Item_____
_____ _____ Points_____ Points____
_____ _____ Item_____ Item_____

_____	_____	Points_____	Points____
_____	_____	Item_____	Item_____
_____	_____	Points_____	Points____
_____	_____	Item_____	Item_____
Skill	Level	Points_____	Points____

[END SPECIAL FORCES SUPPORT SHEET]

<3>Determining Core Attributes

The first thing you must do is purchase your support troop's base Attributes. These are STR, DEX, STA, MEN and SOC. It should be noted that there just are not entire armies of Olympic level athletes or greater Aberrants running around the Trinity universe. Thus no support troop Attribute (that is STR, DEX, STA, MEN and SOC) can exceed certain limits. For psion and human support troops they cannot exceed a rating of 4 and for Aberrants they may not be greater than 6.These five Attributes form the basis for all of your troop's other characteristics. The Attribute Cost table lists the points to purchase each Attribute at the respective level.

ATTRIBUTE COST

Attribute Rating: 1	Points: 5
Attribute Rating: 2	Points: 10
Attribute Rating: 3	Points: 20
Attribute Rating: 4	Points: 30 (Human support maximum)
Attribute Rating: 5	Points: 40
Attribute Rating: 6	Points: 45 (Aberrant support maximum)

<3>Determining Secondary Attributes

Members

Your support squad must consist of two to ten members. Generally very small support squads are used as vehicle crews. Enter this number next to the space provided on your appropriate Support Squad.

HLTH (Health)

The Health rating of a support squad is equal to the number of members in the squad. Normally this will be five members. If you wish to increase or reduce the number of members, and thus the Health rating of the squad you must adjust the cost of the squad according to the following chart.

SQUAD SIZE COST

Members/Health: 2	Subtract 20 points
Members/Health: 3	Subtract 10 points
Members/Health: 4	Subtract 5 points
Members/Health: 5	No adjustment
Members/Health: 6	Add 5 points
Members/Health: 7	Add 10 points
Members/Health: 8	Add 20 points

Members/Health: 9	Add 30 points
Members/Health: 10	Add 40 points

INIT (Initiative)
INIT is equal to SOC + Leadership Skill (if any)

PSI or TAINT
If you wish for your Aberrant or psion support squad to represent a group of lesser practitioners working together, you may make the squad have Psi or Taint powers. This costs 25 points. If you spend the 25 points, then the squad's PSI or TAINT rating is equal to their SOC + MEN and they receive a number of powers equal to the SOC score of the squad. These powers must be chosen according to the same restrictions as a normal psion or Aberrant would have to follow—i.e. the psions must choose an Aptitude, etc. Other types of support troops may not choose to have Psi or Taint powers, ever, period.

AP (Action Points)
Support squads made up of normal humans or psions receive a Base AP of 3; Aberrant support squads receive a Base AP of 4.
AP is equal to Base AP + MEN. You may adjust the Base AP of the squad by altering your points value according to the AP Adjustment Cost chart below.

AP Adjustment Cost

Adjust Base AP:	-2	Subtract 10 points
Adjust Base AP:	-1	Subtract 5 points
Keep Base AP:	0	No adjustment
Adjust Base AP:	+1	Add 5 points
Adjust Base AP:	+2	Add 10 points
Adjust Base AP:	+3	Add 20 points
Adjust Base AP:	+4	Add 30 points
Adjust Base AP:	+5	Add 40 points

SKILLS
Aberrants, especially those lesser Aberrants that make up support squads, cannot have skills. Human support squads, including special forces and psion support, are usually trained to perform special functions and therefore the support squad receives one Skill point free. This skill point may be spent in the same way as normal, purchasing one level of a Primary Skill or two levels of Secondary skills.

Support squads may purchase a total number of additional skill points according to the chart below. No skill may be raised above rating 3, but remember that each skill point can be used to purchase one level of Primary or two levels of Secondary Skills.

Additional Skill Point Cost

Total Extra Skills: 1	5 points
Total Extra Skills: 2	10 points

Total Extra Skills: 3	20 points
Total Extra Skills: 4	30 points
Total Extra Skills: 5	40 points

PSI AND TAINT POWERS

If your psion or Aberrant squad spent the extra 25 points, you may choose one power per point of SOC possessed. All psion support powers must be chosen from within a single Mode of an Aptitude. Support psions may not have auxiliary powers, they barely have mastered their own order's teachings. Aberrants may have any power from the rules.

PURCHASING EQUIPMENT

After you have established the statistics of your support unit, you can outfit the squad with gear and mutations. You may select weapons, armor and mutations for your troop as though they were a single model. Remember that the amount of equipment that can be carried is limited by the STR attribute + Pack Horse Skill (if any) of the human or psion squad. Mutations are limited by the STR of the Aberrant squad.

COMBAT STATS

Calculate the support squad's combat stats as follows:
Ranged = DEX + Firearms Skill (if any)
Heavy Weapons = DEX + Heavy Weapons Skill (if any)
Close Combat = STR + Melee Skill (if any)
Soak = STA + Armor Rating of any Equipment Counters purchased (see above)

TWISTS

Sometimes, a support squad will have been created in some special way to meet a specific need your army might have. A couple of examples of this can be found in the Thune Aberrant-support squad, which is immune to all routing and the FSM Pulse Laser Cannon crew who can no longer move their heavy weapon around if one of them dies. Such little twists to the normal rules can provide interesting quirks for your support troops. Prepared troops made by White Wolf will already have these twists, if any, figured into the points cost, but if you are making your own support squad, you simply need to come to an agreement with your opponent as to the adjustment in points that a Twist should make to your squad. Some examples have been provided below to give you some ideas:

Immune to Routing (add 5 points): Some soldiers, especially amongst Aberrants, are so crazy or desperate that they just don't care if they live or die. These troops never have to make any rolls for routing, they will not run away.

Support Weapon Crew (subtract 5 points): This squad is carrying equipment so heavy it takes all of them to move it around. If even a single member dies, the squad can no longer move the equipment. They may still fire as normal, but if they are routed they will leave the equipment on the field. Place the equipment chip at the point at which they began to rout in case they manage to return to the equipment or another squad reaches it to operate it.

<3>EXAMPLES OF SUPPORT TROOP CREATION

Support Squad Avenger

Conrad wants to see if he can recreate Support Squad Avenger from the Strike Team Anvil in the main Trinity Battleground Rulebook on page 88 in the Appendix. Looking at the squad's characteristics and the respective Cost charts above he sets to work.

The squad has STR: 2 which costs 10 points, DEX: 3 costs 20, STA: 3 costs 20, MEN: 2 costs 10 and SOC: 2 costs 10—70 points for Attributes.

The squad's has 5 members, so Conrad enters 5 into the space on the Psion Support Squad Sheet and also enters 5 as the unit's Health.

Now he takes a look at the Avenger's APs. Hmm… they seem to have 6 AP, which is one more than the normal psion base AP of 3 plus the squad's MEN of 2, thus they must have bought an extra Base AP point. This costs 5 points according to the chart, so he adds it up.

The Strike Team support squad only has one skill, Firearms 1, so they receive this for free. They have no Psi or Psi powers, so Conrad carefully tears off the perforated edge to remove the PSI track on the right hand side of the sheet and enters 0 in the Psi space on the sheet. (We wouldn't want to keep that nasty Psi track at 0 and have to roll for rout all the time, would we.)

Okay, now Conrad looks at the equipment the unit possesses. They have L-K Avengers (how original!) and Armor Carapaces. The gun costs 35 points according to its chip and the armor costs 25 points. That brings the grand total points to 70+5+35+25=135. Success; it matches.

Now Conrad makes sure he fills in the Combat Stats. Ranged is 3 (DEX) + 1 (Firearms) = 4. Heavy Weapons is 3 (DEX) and Conrad notices that White Wolf has entered 0 since the squad doesn't have any heavy weapons—it doesn't matter—he puts 3 just because he likes seeing their skill there. Close Combat is 2 (STR). Soak is 3 (STA) + 3 (Armor) = 6—oops looks like somebody made a typo there, now you can see that your support squad Avenger should have been a little tougher.

Krikquill Support Cadre

Now Conrad decides to test the original Rulebook's sample Aberrant squad.

The cadre has STR: 3 which costs 20, DEX: 6 costs 45, STA: 6 costs 45, MEN: 3 costs 20 and SOC: 1 costs 5—135 points for Attributes.

The cadre has 5 members, so once again Conrad enters 5 in the spaces provided for Members and Health.

Now he looks at the cadre's APs. They should be at least Base AP 4 + MEN 3 for a total of 7, but the squad only has 6 APs. He gets some points back, subtracting 5 points from the cost of the squad.

Aberrants don't get skills, so no problem there, he just writes a description in the provided box, "spiny creatures curved into twisted circle". This particular group is too unimportant to have any Taint or Taint powers, so he tears off the perforated Taint edge of the sheet and enters Taint under the space provided.

Now he notices that they have the Shooting Spines mutation, so he spends 45 points on this, making the grand total 135-5+45=175. Success once again.

To finish up he fills in the Combat Stats. Ranged is 6 (DEX). Heavy Weapons should also be 6, but yet again they don't have any so White Wolf has entered 0, ah well, he enters 6 anyway, it looks cooler. Close Combat is 3 (STR) and SOAK is 6 (STA) with no

armor. Now that wasn't too hard was it.

<3>Corrected Support Troops

Some other Support Troops published by White Wolf were created before the rules for Customizing support troops were finished, and as such they need minor corrections—kind of like that lost point of Soak for your Support Squad Avengers. These corrected support troops are the Thune Aberrant Support, the Trog Aberrant Support and Support Squad Dragon.

Trog Support, 6 members
Caste: 0
Base/Total: 205/250
Ranged: 6
Heavy Weapons: 6
Close Combat: 5
Soak: 7
STR: 5 DEX: 6
STA: 6 MEN: 4
SOC: 1 HLTH: 6
INIT: 1 TAINT: 5
AP: 10
Taint Powers: Ground Strike
Mutations: Tough Skin (15), Matter Acceleration (30)

Thune Aberrant Support, 3 members
Caste: 0
Base/Total: 180/275
Ranged: 6
Heavy Weapons: 6
Close Combat: 5
Soak: 7
STR: 5 DEX: 6
STA: 5 MEN: 4
SOC: 2 HLTH: 3
INIT: 2 TAINT: 0
AP: 11
Twist: Immune to Rout
Mutations: Matter Acceleration (30), Carapace (25), Extra Arms (40)

Support Squad Dragon, 4 members
Tier: 0
Base/Total: 125/160
Ranged: 2
Heavy Weapons: 2
Close Combat: 6

Soak: 7
STR: 4 DEX: 2
STA: 4 MEN: 4
SOC: 2 HLTH: 4
INIT: 2 PSI: 0
AP: 9
Skills: Melee 2, Might 1
Equipment: Fighting Gloves (15), Field Suit (20)

<3>Support Squads
We have provided some more sample support squads in order to give you some ideas of just what you can do with the support squad creation systems. White Wolf will be releasing these special miniatures, so look for them at a gaming store near you. You can use them for a quick start if you are short on ideas, or you can use the above system to create your own. Either way, good luck and kick your enemy's ass.

Federated States Military
Support Squad: FSM Pulse Cannon Drop Crew, Space Force, Orbital Guard
This blister pack should be a three-man squad plus a pulse cannon on a tripod with a microreactor power provider. It is therefore five figures, but each one should be different, as one is the gunner, one controls the microreactor and the last helps carry the gun and acts as protection in case of close combat. Also included is the awesome pulse cannon on its tripod and the large fusion microreactor that is necessary to power the mighty gun. Rules speaking, the Pulse Cannon is a six-slot item, but it requires a crew of three to transport. The support squad consists of three burly Orbital Guards with high strength and the ability to carry heavy gear easily. Each also wears a VacSuit.
Total: 280 points
STR: 4, DEX: 3, STA: 3, MEN: 3, SOC: 2
Health: 3, Init: 2, AP: 8
Skills: Pack Horse 3, Trick Shot 1, Heavy Weapons 1
Ranged: 3, Heavy Weapons: 4, Close Combat: 4, Soak: 5
Weapons and Equipment: ClinTech M-90 Pulse Cannon (150), Vac Suit (20)

Support Squad: FSM Marine Fleet Antiterrorist Security Team (FAST)
A six-member squad specializing in short notice intelligence based assaults, acting as a military SWAT team against guerrilla camps that threaten FSM field bases. The squad wears armored carapaces and are armed with L-K M61 assault rifles and bayonets. These guys are trained to lead blazing charges into tight enemy quarters.
Total: 185 points
STR: 3, DEX: 3, STA: 3, MEN: 2, SOC: 2
Health: 6, Init: 3, AP: 5
Skills: Firearms 1, Blind Fire 2, Leadership 1, Melee 1
Ranged: 4, Heavy Weapons: 3, Close Combat: 4, Soak: 6
Weapons and Equipment: L-K M-61 (40), Armored carapace (25), Bayonet (15)

Support Squad: Army Ranger Recon Squad

A five-member squad trained to scout out enemy positions and terrain. They wear field suits and are armed with L-K MAC-803 autocarbines.
Total: 140 points
STR: 3, DEX: 3, STA: 3, MEN: 2, SOC: 2
Health: 5, Init: 2, AP: 5
Skills: Stealth 1, Firearms 1, Evasion 1
Ranged: 4, Heavy Weapons: 3, Close Combat: 3, Soak: 6
Weapons and Equipment: L-K MAC-803 (45), field suit (20)

Support Squad: Naval Assault Landing Team
A five member squad wearing SEALsuits. These teams are mostly based out of Merida Naval Base from where they launch extensive raids against coastal smugglers and guerrilla forces hidden in the swamps. The heaviest fighting of the entire Mexican occupation happens there on the Yucatan peninsula. To assure excellent firepower they are equipped with L-K M-143 Smartguns.
Total: 140 points
STR: 4, DEX: 3, STA: 3, MEN: 2, SOC: 2
Health: 5, Init: 2, AP: 7
Skills: Blind Fire 1, Firearms 2, Athletics 1
Ranged: 5, Heavy Weapons: 3, Close Combat: 4, Soak: 6
Weapons and Equipment: L-K M-143 (75), SEALsuit (40)

Support Squad: Air Force Special Tactics Airborne Recon (STAR)
[Chris, these guys are going to be able to begin the game off the table and parachute in using an Ambush action counter. The squad will deviate from their chosen landing point as though they were a heavy weapon.]
Trained to strike deep behind enemy lines carrying supplies sufficient to last long enough to return to friendly territory, this squad is outfitted with Parasail Packs, Armor Vests, Fighting Knives, and Banji Thunder Shotguns.
Total: 190 points
STR: 3, DEX: 3, STA: 3, MEN: 2, SOC: 2
Health: 5, Init: 2, AP: 5
Skill: Melee 1, Athletics 1
Ranged: 3, Heavy Weapons: 3, Close Combat: 4, Soak: 6
Weapons and Equipment: Banji Thunder shotgun (45), Parasail (30), armor vest (15), Fighting Knife (15)

Support Squad: CSA Counterinsurgency Team
[Please note for artwork sake that the Sonic Knife does not have a blade, it should like 6” handle only. All figures are identical and include one remote bomb miniature.]
This five-member squad hails from the Counter-intelligence division of the Central Security Agency. They are dressed in very plain reinforced clothing suits with no insignia. Despite their attempts to dress for what could be mistaken for native Mexican at a distance, they all have military haircuts and carry an array of high tech gear.
The squad should all possess a Sonic Knife, Voss 63K Laser Carbine, and the squad has a Remote Bomb with them.

Total: 235
STR: 3, DEX: 4, STA: 2, MEN: 3, SOC: 3
Health: 5, Init: 3, AP: 6
Skills: Stealth 1, Evasion 1, Firearms 1, Melee 1
Ranged: 5, Heavy Weapons: 4, Close Combat: 4, Soak: 6
Weapons and Equipment: Voss 63K (60), Sonic Knife (40), Remote Bomb (25)

Psi Order Orgotek

Support Squad: Orgotek Option-8 Team
Option-8 is one of Orgotek's greatest secrets. These squads of deadly professionals are trained for rigorous covert operations and boast psi powers to boot. They dress completely in black Reinforced coveralls, and carry an Orgotek MiniPulse-L laser gauntlet. Option-8 squads vary in size, but the most common is a 5-member ops team.
Total: 170
STR: 3, DEX: 3, STA: 3, SOC: 2, MEN: 2
Health: 5, Init: 2, AP: 5
Skills: Firearms 1, Stealth 2
Ranged: 5, Heavy Weapons: 4, Close Combat: 4, Soak: 6
Psi Points: 4
Psi Powers: Stun, Control Illumination
Weapons and Equipment: MiniPulse-L laser gauntlet (45), Reinforced Clothing (5)

Support Squad: Site Security Orgotek
[These squad members should be lightly armed, with armored vest and Wasp II laser pistols only. Their uniforms should look very Orgotek like, even though they are not EES suits there is a very tech look to them nonetheless. They operate partly on the principle of visible deterrence, so they want to be obvious.]
In order to protect their vital facilities, Orgotek trains some Operations units for defensive roles. As the violence in Mexico rises and desperation seems to be in the air, more and more Site Security assignments are being sent to tend to Orgotek interests. Though not as thoroughly trained as the secretive Option-8 teams, SiteSec teams are still very capable of defending Orgotek personnel and property. It is worth noting that SiteSec must handle some routine maintenance duties as part of their security routine to ensure that measures are not countermanded by sabotage or incompetence.
This is a 5-man squad with Orgotek armed with Orgotek Wasp II Pulse Lasers and Armor Vests.
Total: 105
STR: 2, DEX: 2, STA: 2, SOC: 2, MEN: 2
Health: 5, Init: 2, AP: 5
Skills: Engineering 2, Firearms 1
Ranged: 3, Heavy Weapons: 2, Close Combat: 2, Soak: 4
Weapons and Equipment: Wasp II Pulse Laser (35), armor vest (15)

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<1>VEHICLES

[BEGIN SIDEBAR]
<<<<Hutch Buckman, 5th Legion Mechanized Cavalry, LAST Zone Patrol
--vocoder translation files attached: Spanish (Mexican dialect), English (Tex-Mex dialect)
Aberrants are mean critters. Pretty much anything you are carrying around in your arms ain't gonna kill no Aberrant. Takes a lot of firepower to take one of those suckers down. Even then, I wouldn't wanna stand toe to toe with one of those critters without some good solid steel between me and that ugly son of a bitch.
Look, you ever read World at War by that Gregor Muros guy. Guy makes a lot of sense. We can't just nuke every creature that pops up and starts a ruckus. Lot of innocent people'd get stampeded in the process. So here in the Fifth Legion, we run a lot of light armor. Let the FSA and China play with their big guns if it makes them feel good, but you and me, we ain't killing no civilians. We're going to do right by General Larssen.
<Note by Neptune censor Thomas James: In the translations we might want to cut some of this blatantly provocative vernacular.> For those of you who don't know why you are here, yet, listen up. Proteus boys from the Trinity say that we gotta train you for a possible tangle with some FSM boys that just might run across your little research station here. Way I hear it they don't 'xpect nothing, but just wanna be prepared just in case. So I gotta fill ya in on some of the big toys too, I suppose.
Alright, now what we got here is a Rheinmetall Fueradler. That's Fire Eagle for those of you as ain't got your vocoders on…>>>>
[END SIDEBAR]

The introduction of vehicles into the military battlefield generates a greater degree of complexity for the commander seeking to organize troops and for the rules necessary to represent their incredible speed, durability and firepower in a wargame.
Basically there are two different sorts of vehicles found in the Trinity Battleground universe, those that move via various methods similar to civilian vehicles such as skimmer technology, tracks or wheels and those that are essentially anthropomorphic such as the VARGs. While it would be fine to have the awesomely powerful VARGs move in ways similar to individual troops this simply will not do for a tank or assault skimmer.

<3>Basic Vehicle Rules
Maneuver Points
Vehicles are a lot faster than people are, that's why we developed them. To represent the incredible capabilities of 22nd century military craft outfitted with high quality SI computer assist pilots and targeting systems, vehicles are able to move without restricting the ability of the crew to direct attacks. Reflecting the use of a vehicle's guns firing or a VARG attacking in close combat is done using the crew or pilot's Action Points. In addition each vehicle has a rating in Maneuver, used to move the vehicle.
To properly Maneuver a vehicle, you must use the special Turning Template provided in the Trinity Battleground Player's Guide boxed set. You will note that it is numbered from zero, clockwise and counterclockwise, to nine. Movement for a vehicle is one inch per Maneuver point, however turning also requires Maneuver points. Place the Turning

Template over your vehicle at each point in movement during which you wish to turn the vehicle at all. The number on the template corresponding to the angle you are turning is the number of Maneuver points you must spend to make that turn. As you can see, a vehicle weaving back and forth across the battlefield or making sharp turns will travel a great deal less distance.
Spending vehicle Maneuver points and crew Action Points may be done in any order, spending all vehicle Maneuver points first, all Action Points first, or alternating in any combination.
[TURNING TEMPLATE DESIGN: Make sure that the turning template has a 0 at one side of the template and has numbers evenly spaced counting towards 9 at the exact opposite side of the template. Thus one could count from 0 to 9 moving either way around the template, with each point of the wheel being 20 degrees of the circle.]

Terrain Modifiers for Vehicles
The Type of vehicle determines how the different kinds of terrain affect its movement and expenditure of Maneuver points.
VARGs and bioVARGs move like normal models. Of course they are far taller, so any references to terrain movement being limited by their height should take it into account. Essentially halve any limits on height climbed.
Other vehicles fall under the categories of Wheeled, Skimmer or Tracked vehicles. Each moves differently.
Wheeled vehicles are subject to all of the limitations normal models receive on their movement. In addition, they may not climb, nor cross any obstacle. If they strike an obstacle during movement, they are assumed to have Rammed it as per ramming rules below.
Tracked vehicles may not climb, but otherwise they move as normal models. They may cross obstacles no taller than their tracks without any penalty to movement. Generally, tracked vehicles are slower than their wheeled counterparts. There should be no tracked vehicles with Maneuver higher than 25.
Skimmers are lightning fast and ignore all terrain and obstacles. Unfortunately, they are difficult to turn. Pay twice as many Maneuver points to turn as you would with any other vehicle.

Vehicle Damage and Soak Modifiers
Most infantry weapons are made to kill other infantry and thus have a lesser effect on vehicles. Similarly, most vehicle weapons are made to destroy other heavily armored combat transports and are likely to splatter an infantry target. To represent this in Trinity Battleground, all vehicles' soak ratings, indicated by their Armor value, and vehicle Damages, shown on the relevant hardpoint chips or as the default Strength Effect for VARGs are placed in brackets [like this] and are subject to special rules.
Any time a bracketed Damage rating fires upon or attacks a normal target in close combat, that target's total Soak dice are halved before the roll. Any time a normal attacker is assaulting a bracketed Armor rating, the attacker's total Damage dice are halved before the roll. Whenever a vehicle is using a bracketed Damage against another vehicle's bracketed Armor rating, the normal values are used.
Also, please note that any tens (10s) rolled on a damage roll against a vehicle cause

Critical Hit instead of counting as double. This Critical Hit result is caused as detailed below as long as the attack causes even one actual level of damage.
These special rules are intended to represent the deadly nature of military grade hardware without burying the players in dice and still present the possibility of lucky troops hitting vulnerable points that can severely damage even the toughest military grade vehicle.

<2>The Vehicle Sheet
There are two types of vehicle sheets in the game, one for standard Vehicles and another for VARGs. Vehicles have statistics based upon their structural strength and weaponry and their crews' capabilities. When you create a vehicle, you must also purchase a crew or pilot for the vehicle. To do this, simply spend points as normal to buy a suitable support squad or character model to drive your vehicle. Remember that your pilot of a VARG may not carry more than one slot of equipment, and other vehicle crew may not carry more than two slots of equipment, due to the cramped quarters inside. Now, spend the points to purchase the vehicle. The total cost will be the vehicle cost plus crew or pilot cost. The point value of a White Wolf pre-made vehicle or VARG includes the crew or pilot already in its total cost.

<3>The Header
Model-This is where you write the exact vehicle type, such as the Drake tank, or the Fire Eagle VARG.
Type (standard Vehicles only)-The mode of propulsion for vehicles. This will matter when figuring movement modifiers for terrain and obstacles. Land-based VARGs move using powerful motorized or bioware legs.
Allegiance-The Order, nation or military force with which the vehicle is affiliated.
Division-This is where you name the psion or FSM division you have created.
Crew/Pilot-You need to denote whether the crew is considered a "support squad", a "spec op" or a "psion". This will matter if the crew leaves the vehicle, or is damaged through the vehicle's armor. The pilot of a bioVARG must be a psion.
Base/Total-The point cost for the vehicle. The number before the slash indicates the base point cost of the vehicle if it had no weapons or emplacements; the number after is the total point cost including hardpoints and crew/pilot.
<3>Crew Attributes
These function exactly as they do in the normal Trinity Battleground rulesbook. It is important to note that if the crew is a support squad, the Health attribute equals the number of crew members. Psi is only used for bioVARGS, on all other VARGs simply enter 0 in this space or draw an X through it.
Pilot/Crew Cost-The points value of the pilot or crew including their equipment.
<3>Special Stats
Ranged-This is the skill of the crew at firing any ranged weapons the vehicle may have.
Heavy Weapons-The crew's score with any heavy weapon hardpoints.
Ram (standard Vehicles only)-The Ram rating represents the number of dice that should be rolled for vehicle impacts. Ram is equal to the Strength Effect of the vehicle plus Drive skill of crew (if any).
Close Combat (VARGs only)-VARGs fight in close combat as individual models, and

thus they have a rating similar to an individual, however their weaponry and massive strikes are likely to be far more devastating. It should be noted that the close combat rating of a VARG is equal to the Strength Effect of the VARG plus the Melee skill of the pilot, if such a skill is possessed.
Maneuver-Analogous to the Action Points of the crew, Maneuver is a measure of how fast the vehicle can move and how well it can turn. A vehicle with a high Maneuver rating can move around the battlefield quite a bit. Maneuver points are not used for firing weapons. The crew's Action Points are used for that, their need for transportation being provided by the vehicle. Maneuver points in the Trinity Battleground game should range from 20 to 35. There are certainly faster vehicles, but they generally race past a battlefield dropping a single payload of bombs or missiles and are gone.
Strength Effect-VARGs can close to fight in melee combat with infantry or vehicles. If they do not have any special close combat hardpoints, then they automatically default to attacking at APs: 3 with Damage equal to their Strength Effect. Note that this counts as a vehicle attack and thus is subject to special rules regarding Damage and Soak. Other vehicles use the Strength Effect as their damage roll when Ramming.
Armor-This rating acts as the Soak value of the vehicle whenever it is successfully attacked. Remember that non-vehicle weapons attacking vehicle armor cause only half as many dice of damage before the armor even rolls to soak. Vehicle Armor is always denoted in brackets, such as [5] for the Fire Eagle.
Structure-Analogous to the Health rating for humans, Structure points are lost when the vehicle is damaged and it fails to Soak the damage with its Armor. A vehicle ceases to function when it has lost all of its Structure points. If the crew is still alive they may disembark. Structure is equal to Strength Effect plus Armor plus any Hardpoint modifiers.
Hardpoints-a vehicle or VARG may carry a number of slots of weapons and attachments equal to its Strength Effect.
Crew/Pilot's Equipment-A VARG pilot may carry one slot of equipment. A crew may carry two slots of equipment. This represents the cramped quarters in the vehicle.
Critical Hit-Particularly accurate or devastating attacks may strike vital sections of a vehicle and cause special damage far more serious and immediate than wearing away at the armored chassis structure. To keep things simple, each die on a damage roll against a vehicle that rolls a ten (10) allows you to cause a Critical Hit instead of doubling to count as two levels. As long as you manage to cause at least one Damage to the vehicle that goes unsoaked, the Critical Hit will take place. If this happens, roll on the Critical Hit chart a number of times equal to the number of tens rolled on the Damage roll. The vehicle sheets include a space next to it where you can place special vehicle damage counters to help you remember what horrible things have happened to your precious military craft.
BioVARG formatting-All psions are formatted to their bioVARGs. They may spend 3 Psi to gain an extra die any time they are called upon to make Drive related rolls.

[BEGIN BASIC VEHICLE SHEET TEMPLATE]
[The left side of the sheet should have a column for the crew's Health track, as it is possible to wound, kill or even route them. The right side should have a Structure track to represent the vehicle's equivalent to Health.]

Trinity Battleground
VEHICLE
Model: Allegiance: Crew/Pilot:
Type: Division: Base/Total:
__Ranged __Heavy Weapons __Ram __Maneuver
[ ] Strength Effect [ ] Armor __Structure
Crew/Pilot Attributes Crew/Pilot Cost: __Hardpoints
__Str __Dex __Sta __Men __Soc
__Hlth __Init __Soak __AP
Skills
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
_____ ___ _____ ___
Skill Lvl Skill Lvl

Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Crew/Pilot's Equipment	
Gear_____	Gear_____
Points_____	Points_____

Critical Hits_____
_____
_____
[END BASIC VEHICLE SHEET TEMPLATE]

[BEGIN BASIC VARG SHEET TEMPLATE]
[The left side of the sheet should have a column for the pilot's Health track, as it is possible to wound, kill or even route them. The right side of the sheet should include a Structure track to represent the VARGs equivalent to Health. Across the bottom of the sheet should be a Psi track to use for the psion pilots of bioVARGs.]
Trinity Battleground
VARG
Model: Allegiance: Pilot:
Experience: Division: Base/Total
__Ranged __Heavy Weapons __Close Combat __Maneuver
[ ] Strength Effect [ ] Armor __Structure
Pilot Attributes Pilot Cost: __Hardpoints
__Str __Dex __Sta __Men __Soc
__Hlth __Init __Soak __AP __Psi
Skills
_____ ___ _____ ___
_____ ___ _____ ___
Skill Lvl Skill Lvl
Psi Powers
_____

Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____
Gear_____	Gear_____
Points_____	Points_____

_____ Pilot's Equipment
_____ Gear_____
_____ Points_____
Power Range AP Psi Dam Roll Tem
Critical Hits_____
_____
_____
[END BASIC VARG SHEET TEMPLATE]

<2>The Vehicle Rules

The tremendous resilience and firepower of vehicles cannot be overemphasized when compared to the abilities of a lone trooper with hand held weaponry. Shells from a tank are capable of leveling a city block, while heavy machine guns can send bullets through concrete and stone walls. It is no simple matter for infantry to survive against the onslaught of a mechanized division, but it happens everywhere the underdogs and the downtrodden must face superior military might. To win on the battlefield, soldiers must exploit the few weaknesses that present themselves, such as limits in maneuverability and difficulties in traversing some terrain.

<3>The Vehicle Turn

Vehicles receive orders like normal troops, and therefore choose and place their action counters during the Command Phase the same as in the normal Trinity Battleground rules. However, to represent the important differences between combat craft and infantry models, a vehicle may not use Take Cover (though a vehicle successfully moving out of line of sight still cannot be fired upon normally), Evasive Maneuvers or Charge action counters. The vehicles do act as normal with regards to their team's Initiative. Even when using the allowed action counters of Ambush, Routing or Move and Shoot, vehicles may operate in very different ways from normal models.

<3>The Action Phase Segments

Each segment resolves a specific type of action. Within each segment is discussed the changes to Trinity Battleground necessary to represent combats involving vehicles.

Special Segment: Ambush

When a vehicle uses this special action counter, it must halve the Action Points of the crew and the Maneuver points of the vehicle. Otherwise, the Ambush counter works exactly as it does for infantry models in the normal game rules. If a crew or squad of transported troops wishes to disembark from a vehicle, they must choose an Ambush counter.

Disembarking

Troop transports allow a squad of soldiers to deploy deep in enemy territory rapidly and with added safety during the time spent traversing the no-man's land that often divides approaching armies. Sometimes crews will wish to leave a vehicle that has been rendered immobile or destroyed, that is if they survive. Any crew or transported squad given an Ambush counter during the command phase may choose to disembark. It is important to note that even if it is the transported troops that are disembarking, the crew

must still divide their APs in half, as they assist in opening hatches, slowing the vehicle, cover fire, etc. Remember that at least one-inch of movement must take place to allow the models to actually exit the vehicle. Thus disembarking troops very often can do little else on the turn.

Segment 1: Routing

If the Health level of the crew drops to sufficiently low levels, or under any other circumstance which would cause them to route, they will of course take their vehicle along with them as long as it can still move. Routing vehicles must move at double their Maneuver points directly towards their starting battlefield edge.

Crews or transported troops routing from immobile vehicles must leave the vehicle and flee on foot. This is the one time they can disembark at full rate, after all their vehicle is at a standstill and undoubtedly filled with gaping holes. Routing vehicles, transported squads, or crews cannot shoot, engage in combat, intentionally ram anyone or, in the case of psion pilots of bioVARGs, use any psi powers of any kind.

Cover

A vehicle will benefit from any cover that blocks the trajectory of an attacker's fire, but it cannot actually seek cover like a normal model. Therefore no vehicle may be given the Take Cover action counter. Unless the vehicle can actually move behind a piece of terrain able to completely block line of sight, it will not able to hide from opponents. In the event that a vehicle can get into cover, the rules function as normal for models, but a vehicle must use a normal Move and Shoot action to do it.

Charging

Standard vehicles may not charge; they may only ram opponents. VARGs may charge into hand to hand combat, however their incredible speed is already reflected by the rules, and the crew may still act during the charge. Thus, a VARG may not take a charge action counter, but may still move into close combat via the normal Move and Shoot actions. A charging VARG is a terrifying sight, and you will quickly see that with their speed and ability to attack at full action points, a Move and Shoot close combat engagement is probably going to utterly destroy your opponent. Other vehicles may only attack an opponent in close combat by means of ramming them.

Ramming

Any time the leading edge or front of a vehicle, other than a VARG, touches another model or vehicle during any segment of the action phase, it is assumed to have rammed that model. For small vehicles, this is not an advisable course of action, but large ones such as tanks can be quite terrifying to infantry caught in their path. Each Ram attempt costs 3 Maneuver points.

Move the ramming vehicle into base-to-base contact with its intended ramming target. Next, roll a number of dice equal to the Ram value of the vehicle. This represents whether or not the target was struck. A failed roll indicates that the target was missed or that the Ram was deflected harmlessly, and the vehicle may continue to move, possibly ramming other victims. Move the model that was the target of the ram out of the way, to represent its fortunate escape from doom, and finish the movement of the vehicle. A botch on the roll to ram means something has gone wrong. Perhaps the engine stalled, perhaps the driver had a sudden burst of conscience. Whatever the reason, the vehicle loses its remaining Maneuver points for the turn and comes to a temporary stop in base-

to-base contact without harming the target, allowing the potential victim to attack it in close combat if he is able. Any successes gained indicate a successful ram and are saved to add to the damage roll.
Ramming can be extremely nasty for the target and potentially very messy for the ramming vehicle as well. Whenever a vehicle strikes another model roll a number of dice equal to its Strength Effect rating to determine damage. As with all vehicle attacks the target's Soak rating will be reduced by half unless it is also a vehicle. If the Rammed target is a vehicle, then use the Armor value, remembering that damage dice that roll a ten (10) count toward Critical Hits instead of being doubled. If the rammed target is a support squad, only as many models as lie in the path of the vehicle's movement may be slain.
Damage during a ram can occur to the attacking vehicle and to its target. After determining damage to the target of the ram, you must figure out what happened to the vehicle doing the ramming. Roll damage equal to the Strength Effect of the vehicle being struck, or to half of the STR rating of the target if it is a normal model. The ramming vehicle must Soak this damage using a number of dice equal to its Armor plus Drive Skill (if any). This shows that a skilled driver can often deal out a great deal more damage to his target than his own vehicle receives.

While it might not seem to make sense at first, a vehicle still capable of moving can ram a target with which it is already in forward base-to-base contact again in a future turn if it once again gets to move into the victim. This represents the fact that vehicles are massive objects, can easily accelerate to great speeds and in reality probably did not actually come to a full and complete stop anyway.

Segment 5: Move and Shoot

Vehicles and VARGs performing Move and Shoot actions operate exactly as normal models.

<3>Damaging Vehicles

Each vehicle or VARG has a Structure rating representing how much Damage it can take before it completely ceases functioning. Each level of Damage inflicted to a vehicle removes one from the Structure rating and when the vehicle or VARG reaches zero it is destroyed. If the crew remains alive, they may disembark.
Vehicles and VARGS are very large pieces of equipment and are very difficult to destroy completely. However, it is often possible for damage caused to strike some vital area of the vehicle and cause special damage all out of proportion to the strength of the hit. Such damage results are called Critical Hits and represent piercing vulnerable points of the vehicle with deadly force.
To represent this, whenever you roll a ten (10) on any die roll to damage a vehicle, you may cause one Critical Hit per ten rolled so long as at least one level of damage goes unsoaked by the vehicle's Armor.
Each time a ten rolled on the damage roll when a vehicle is hit by a blow and it fails to soak the all of the Damage with its Armor rating, you must roll a straight ten-sided die and consult the Critical Hit chart and apply the listed damage effect. There are special counters provided to place on your Vehicle or VARG sheet to help you keep track of special damage done to a craft.

CRITICAL HIT CHART

1	Crew/Pilot
2	Transport
3	Controls
4	Hardpoints
5	Engines
6	Fuel
7	Immobilized
8	Out of Control
9	On Fire
10	Vehicle Explodes

<3>Critical Hit Results

If Crew or Pilot Critical Hit is indicated, then all excess levels of damage left, after the vehicle's Armor soak roll, are applied to the Crew or Pilot. If the entire crew is slain, the vehicle immediately goes out of control. Record any damage to the crew by moving the counter on the Health track found at the left hand side of your Vehicle or VARG Sheet.

Transport Critical Hits mean that the troops being transported by the vehicle in its cargo or transport bay are struck. Treat this in the same manner as a hit upon the Crew or Pilot except that it only affects the support troops or characters being transported. Record damage done to the transported troops on their respective character or support troops sheet. In some special scenarios, vehicles may be transporting important cargo and this result would destroy or damage that cargo as listed in the scenario rules. If the vehicle has no troops or cargo being transported, treat the hit as Crew Critical Hit.

Controls Critical Hits represent damage to the systems that allow the vehicle to aim its ranged, heavy and close combat attacks and to ram. Each time the Controls is result is achieved, place a Critical Hit: Controls Damaged counter on the vehicle. Each Controls Damaged counter subtracts one die from any ranged, heavy weapon, close combat or ramming rolls the vehicle attempts. Should any vehicle gain more than three Controls Damaged counters, the vehicle immediately goes out of control. Turn the counter over to the side that reads Critical Hit: Out of Control. A crew or pilot with the Engineering Skill can attempt to fix the damaged controls. Spend four APs and Maneuver points and roll Engineering Skill rating. Each success removes a Controls Damaged counter, but a botch causes a further roll on the Critical Hit Chart.

Hardpoints Critical Hits represent the weapons and attachments emplaced on the vehicle. Each time Hardpoint is rolled on the Critical Hit Chart, a vehicle weapon or attachment is destroyed. Remove one Hardpoint chip regardless of size. To determine which Hardpoint has been damaged when there are multiple possibilities on a single vehicle, roll a die. On a result of 1-5 the attacker may choose which Hardpoint is struck, but on a roll of 6-10 the defender may choose. Hardpoints are usually external or very difficult to fix and therefore may not be repaired during the battle.

Engines Critical Hits may take many forms in the 22nd century, ranging from the legs of a VARG to the skimmer turbines of a Drake tank. Each time a vehicle takes this damage result, place an Engine Damaged counter on it. Any vehicle with damaged engines loses one-quarter of its Maneuver points per Engine Damaged counter. Obviously a vehicle or VARG with four counters has lost its engine or had its legs blown off and will come to a screeching halt. As long as the vehicle has Structure points left, it may continue to attack even if it cannot move.

Fuel Critical Hits damage the vehicle or VARG's fuel supply, usually a hyperfusion generator or battery in the 22nd century. The vehicle immediately loses some of its speed and continues to slow as its power leaks away. Place a Fuel Damaged counter under the Critical Damage portion of the vehicle's sheet. Any vehicle with damaged Fuel supplies loses one-quarter of its Maneuver points, which is cumulative with any Engine critical hits. In addition, roll a die each turn for each Fuel Damaged counter on the vehicle during the Routing/Rallying phase. Each success adds another counter, eventually immobilizing the vehicle.

Immobilized Critical Hits devastate the vehicle's engines and fuel supply. Place a Vehicle Immobilized counter on the vehicle immediately. Immobilized vehicles still receive their crew/pilot APs for attack purposes, but Maneuver points are reduced to zero (0).

Out of Control Critical Hits render a vehicle instantly Out of Control. Place 3 Controls Damaged counters on the vehicle. A crew or pilot with the Engineering Skill can attempt to fix the damaged controls. Spend four APs and Maneuver points and roll Engineering Skill rating. Each success removes a Controls Damaged counter, but a botch causes a further roll on the Critical Hit Chart.

On Fire Critical Hits mean that the vehicle or VARG has taken dangerous damage to vital systems setting it on fire and assuring its destruction. Place the On Fire counter in the Critical Hits portion of the vehicle sheet. During each Routing/Rallying phase, the vehicle suffers a further random result from the Critical Hit Chart for each On Fire counter.

Vehicle Explodes Critical Hits cause the instantaneously catastrophic demolition of the vehicle. If the Strength Effect of the vehicle or VARG ranged from 1-3 place a 3-inch template over the vehicle, for a 4-6 use a 5-inch template and for vehicles with 7 or greater Strength Effect use a 7-inch template. Everyone under the template, including the unfortunate crew takes the Strength Effect rating in damage, and remember that this is vehicle grade damage. If the crew/pilot miraculously survives, they may disembark as normal during their next action phase.

<3>Out of Control
Trying to drive a vehicle or VARG that is being blown apart is a harrowing ordeal. Each time that vehicle or VARG takes damage that is not soaked by the Armor rating, the crew

or pilot must roll to keep control of the vehicle. Roll the Crew or Pilot's DEX rating plus Drive Skill (if any) in dice. A single success maintains control, allowing movement as normal. Failure means that the vehicle moves Out of Control during its next segment. You should place an Out of Control counter next to the vehicle to indicate this.
When the vehicle next moves, it turns in a random direction determined by rolling one die to represent degrees to the left and one die to represent degrees to the right. Subtract the lower die from the higher die and turn the vehicle that many spaces around the Turning Template in the direction indicated by the higher die. Now move the vehicle half of its remaining Maneuver in distance. If the vehicle botched its attempt to maintain control move the vehicle the full remaining Maneuver distance. Any vehicle with a slain crew or more than three Controls Damaged counters automatically goes out of control and remains so until it leaves the board, is immobilized, is fixed or is destroyed. As the crew or pilot cannot even attempt to regain control of a vehicle if they are dead or if the controls are inoperable, such a vehicle will move at full Maneuver point value randomly as above.
During the Routing/Rallying Segment, vehicles which have moved out of control in a previous turn, and which have not had their crew slain nor accumulated more than three Controls Damaged counters, may attempt to regain control. Vehicles that fail to regain control or that are out of control at the beginning of a turn must keep their Out of Control counter and move in the manner described above. Out of control vehicles other than VARGs which crash into any other model are assumed to have Rammed—costing 3 Maneuver points of movement. VARGs who strike another model when out of control are assumed to have entered close combat unless target is a friendly model, in which case they must immediately cease movement as they desperately fight to regain control. An out of control VARG cannot leave close combat until his opposing model leaves or is dispatched.
The crew/pilot of an Out of Control vehicle may continue to attack targets, but with an AP value reduced by one-half until control can be regained.

<3>Example of Vehicle Combat
Eniac's bioVARG, an Orgotek Silverfish is attacked by FSM troops. He is assaulted by a Fire Eagle VARG and a support troop made exactly to resemble Support Squad Avenger. Support Squad Avenger fires their L-K Avengers at Eniac, as the FSM player gets to move and shoot first. The support squad rolls Ranged weapons of 4 and gets 3 successes. Taking the 3 plus the L-K Avenger's 4 damage the support squad would normally get 7 dice of damage, however the Armor of the bioVARG is [5] in brackets and therefore the damage dice of the support squad are halved. They get to roll 4 dice and score 2 successes, one with a roll of 10. Conrad now rolls 5 dice for Eniac's VARG's Armor rating and soaks the damage easily with 3 successes. The 10 would have caused a Critical Hit, but the support squad didn't manage to do any damage at all, so it is ignored. Now Eniac is mad and makes a bad error in judgment. He decides to waste his medium laser cannon on the squad. He fires, rolling 3 dice to hit. Of course he hits scoring only one success, however. Taking the one die plus [6] for the laser cannon, he rolls 7 dice and scores 5 points of damage. The squad would normally get 6 soak dice, but they have been fired upon by a bracketed vehicle weapon, so they only get 3 soak dice. Rolling the dice they fail to get any successes and are obliterated by the powerful beam of the laser

cannon.
The FSM player worries now that his VARG is alone against a more heavily armed and armored vehicle, but at least he gets to fire next. The Fire Eagle VARG fires its light laser cannon at Eniac's bioVARG. The FSM player rolls 5 dice for its ranged attack and scores 2 successes. Taking the 2 plus the [5] of the laser cannon, the FSM player rolls full dice for damage, as it is a vehicle weapon against a vehicle's armor. He scores 3 successes, one of which is a 10 result. Conrad groans, as it seems unlikely that he will escape damage.
He rolls [5] Armor dice to soak the damage for Eniac, and sure enough only rolls two successes. He adjusts his current Structure level down by one and grimaces as the FSM player eagerly grabs a die to roll on the Critical Hit Chart. Ouch, another 10. The bio-VARG explodes across the wastes of Las Desolados Federal.
Placing a 5-inch template over the bioVARG, it is determined that no one else is in range except for the poor pilot Eniac. The FSM player rolls the Strength Effect of the exploding Silverfish bioVARG to check for damage, [5] dice score a brutal 7 success due to getting 3 tens. Conrad looks pitifully at the 4 soak of Eniac, reduced by half due to the vehicle damage rules, and rolls his two dice. Thankfully Eniac scores one success and manages to survive.
He fails his rout roll during the Rallying/Routing phase. Running for dear life, he disembarks on his next turn and flees away from the FSM VARG into the desolate countryside. Eniac swears that he will somehow get another VARG and that the FSM is going to pay for it.

<3>Attacking Vehicles with Psi or Taint Powers
Trinity Battleground is a game that mostly revolves around the battles of its Aberrants and Psions. Therefore, it is important to recognize the effect of powers used upon vehicles.
For the most part, psi and taint attacks work as normal, with the damage roll halved to represent the difficulty of destroying vehicles. You should note that you cannot target the crew, to bypass the vehicle, unless you can see them with line of sight. In most vehicles this will not be possible. Attacks which say they only affect organic or living beings, therefore, cannot be used against a crew or pilot in an enclosed vehicle or VARG.
Any psi or taint power that affects normal model's equipment and weapons may affect the hardpoints of a vehicle in the same manner.
The pyrokinetic power of Liquefy is particularly nasty against inanimate objects. It takes time to build up the heat necessary to operate this power, and vehicles generally have cooling systems. Therefore, the power may only affect vehicles which have been immobilized.
The Aberrant power of Energy Tentacles has the Aberrant's Strength halved. If he still wins or ties against the vehicle's Strength Effect, the vehicle is dragged into close combat.
The Aberrant power Quicksand cannot affect skimmers.
A psion driving a vehicle will not be able to use Flight. Also, Slingshot requires the psion to roll a number of successes equal to the Strength Effect of the vehicle to pick it up.
Flash Freeze will affect the Maneuver points of a vehicle, but not the APs of the crew inside.

Future psi or Aberrant powers, including those wielded by Orgotek in this book should explain how they interact with vehicles if there are any special rules. Otherwise, follow these guidelines.

<3>Creating a Vehicle

White Wolf has created a number of pre-made vehicles, including crews, for use with your Strike Team or Armed Force. Some of these are found in the Tech Manual section on pg. Xx of the Trinity Battleground Player's Guide; others will be found in your local gaming store. It is recommended that beginning players use the vehicles already created, as the points value is already figured for you and as these are the most common military vehicles found on the battlegrounds of the 22nd century Trinity universe. If you are a more experienced modeler and have created a new R&D technical development all your own, purchasing a vehicle of your own creation is a simple matter. Just follow the system below to determine the points value:

Vehicle Attributes

First you must purchase your vehicle's basic Vehicle Attributes. These consist of the Strength Effect, Armor and Maneuver ratings. Their respective values are shown on the chart below:

Vehicle Attribute Cost

Strength Effect	Rating times 25 points	(Maximum value 10)
Armor	Rating times 30 points	(Maximum value 15)
Maneuver	Rating times 2 points	(Minimum value 20, Maximum value 35)

Though there are gigantic space vehicles with unearthly levels of armor and maneuvering rates, this game represents tabletop, more terrestrial battles. As such, certain limits apply to the sorts of vehicles that shall appear in the Trinity Battleground wargame. No vehicle should have a higher Strength Effect than the mighty Drake battle tank which boasts a deadly [10]. Similarly, no vehicle should have a higher Armor rating than the tremendous hyper-fusion powered tank—it has a nearly impenetrable [15]. The slowest vehicles should still move at least twice as fast as a full speed sprinting human model and therefore have a 20 Maneuver rating, while the fastest skimmer vehicles in the game will not exceed a Maneuver of 35 to represent the fact that they are operating at slower, more maneuverable speeds to engage slower targets.

Purchase Crew or Pilot

Figure out how many people are necessary to drive and man the guns on your vehicle. If it is a VARG or single rider vehicle, the number is one and you must purchase a SpecOps or Psion character to act as your Pilot. If it requires two or more, then the vehicle has a Support Squad Troop as its crew and you must purchase that support squad.

Figure Vehicle's Combat Characteristics

For all vehicles calculate Ranged and Heavy Weapons ratings as follows:
Ranged = Crew or Pilot's DEX + Firearms Skill (if any)
Heavy Weapons = Crew or Pilot's DEX + Heavy Weapons Skill (if any)

For VARGs and bioVARGs only, figure the Close Combat rating:
Close Combat = Strength Effect of VARG + Melee Skill of Pilot (if any)
For Standard Vehicles only, figure the Ram rating:
Ram = Strength Effect of Vehicle + Drive Skill of Crew/Pilot (if any)

Figure Structure and Hardpoints Allowance
Structure = Strength Effect + Armor
Hardpoints Allowance = Strength Effect

Purchase Vehicle Hardpoint Attachments
You may now buy vehicle weapons and attachments to outfit your VARG or vehicle for combat. You are limited to a number of slots of hardpoint weapons emplacements and equipment attachments equal to your Hardpoints Allowance (same as Strength Effect).

Total Point Cost
Add the cost of Vehicle Attributes + Pilot/Crew cost + Hardpoints and you have the final value of your vehicle.

<3>Vehicle Weapon Colors and Types

The various weapons and attachments which can be fitted to vehicles will be represented in appropriately sized chips similar to those carried by individual models. It is important to make sure that you do not confuse the two types of chips—there is no way your commander can carry a vehicle pulse cannon by himself. To assist you in this effort, vehicle equipment, also known as hardpoints, will be marked on one side with the text VEHICLE HARDPOINTS whereas individual troopers equipment or mutations have the same picture and information on both sides of the chip.
The Hardpoint chips are divided up like those carried by troopers. They are sized according to how much space they occupy when fitted onto a vehicle. Further rules describing specific vehicle hardpoints are found in the Tech Manual section (pg. Xx).
Ranged Vehicle Weapons
Weapons outlined in red are Ranged weapons, designed to strike a single target. When found on vehicles, these weapons are generally designed to punch a hole in an enemy craft's armor, but they are certainly powerful to obliterate most infantry as well. Ranged weapons have an AP rating, a Range rating (R) with short and long ranges and a Damage (D) rating. These function exactly as normal weapons in the Trinity Battleground with the exception of the fact that Damage will be shown in brackets [ ] and is subject to the special Vehicle Damage and Soak Modifier rules above.
Heavy Vehicle Weapons
Bordered in orange, these are larger weapons designed to cause devastation over an area. Their AP rating, Range, Damage and Template rules function as those for normal weapons, though they are subject to the bracketed [ ] damage rules listed under Vehicle and Damage Soak Modifiers.
Close Combat Vehicle Weapons
Though they are not as common amongst vehicles as they are amongst individual models,

these weapons do exist. For VARGs they are used during close combat. As standard vehicles cannot attack in close combat, they are less likely to have devices like this. Sometimes certain models will be outfitted with special ramming tools, however, and they fall under this category. Close Combat Vehicle Weapons are outlined in purple.

Vehicle Armor

Sometimes engineers or crew members mount additional armor plates onto their vehicles or VARGs. This practice is highly expensive and the necessary thick plates often reduce performance, but sometimes the added protection is deemed necessary. Vehicle Armor Hardpoints add to the Armor rating of the vehicle when it is soaking Damage. These Hardpoint chips are bordered in blue.

Special Vehicle Equipment

Counters for auxiliary equipment that does not fall under other categories are outlined in green. The counter usually has a short description of the item's special uses, but complete descriptions of item functions are found in the detailed vehicle hardpoint section. Green items are not considered to take up any Hardpoint spaces when counting the attachment capacity of a vehicle, however vehicles cannot use more than one green item per turn. Other rules regarding these special items are as per normal equipment or as listed in the specific items' descriptions.

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<1>TECH MANUAL
(10,000 words for Tech Manual)

<3>Technology

Technology basically boils down to two types, hardtech and biotech. Hardtech is the stuff you're likely to see every day, made from metal and plastic and machined and processed to become a useful tool. Biotech is a bit more exotic… hard-core genetic coding is done onto a neutral biological matrix to make it grow into the destination tool. Hardtech is easier for most people to understand, while biotech can get a bit weird. Hardtech can be fixed, while biotech… well; you have to wait for it to heal.

Metanats

Metanational corporations are the real backbone of the 22nd-century economy. High-technology products come to us at the price of cottage industry… A mom-and-pop store on the corner just can't make optical computer matrices for agents. Sure, there are items that you can pick up that are produced by small local companies, or custom-produced, like a good fighting knife, but real heavy-duty technology requires a lot of yuan in large, expensive production equipment that you just can't fit into a small shop.

<1>WEAPONS AND EQUIPMENT

Metanats worldwide are pushed by the governments whose land they occupy to develop new deadlier weapons for use in combat, whether the enemy be Aberrants, aliens, other countries, or even domestic enemies.

<3>Ranged Weapons

ESS Battlesuit (75 points)
The Electrokinesis Enhancement Suit boosts a psions ability to manipulate ambient electromagnetic energy. Also known as a “sparkle suit”, the ESS draws upon the psions reserves of power to fry enemies with controlled lightning.
APs: 3, Range: 10/22, Damage: 5
[The chip needs to be a **CORRECTED** version of that shown on Stock #9408 Dr. Sagar’s card. The title there is wrong.]

L-K M-143 ‘Smartgun’ (75 points)
The Smartgun is a 10mm caseless-ammunition electrically fired light machine gun mounted on a gyro-stabilized, armored chassis that straps onto the user’s torso and back. The mount is fully articulated and is targeted by a head-mounted display and control unit mounted on the user's dominant arm. The articulated arm can be moved far enough away from the operator to allow him to take an additional die of cover from enemy attacks if under cover, but it cannot be used with the spider harness.
Special: The integral targeting system adds +1 to ranged weapons and the armored harness adds +1 to soak.
APs: 3, Range: 20/44 Damage: 8
[This chip takes up 3 spaces.]

L-K M-61 Assault Rifle (40 points)
The M-61 is the standard-issue assault rifle of FSA military forces and is prevalent in all of its infantry units. It is a bullpup configuration, caseless ammunition, electrically fired assault rifle with a non-magnifying ‘red dot’ optical sight and collapsible stock.
APs: 2 Range: 14/22 Damage: 4
[This chip takes up 2 spaces.]

L-K Sonny r4 Medium Coilgun (90 points)
This is a shoulder-fired single-shot, higher caliber coil gun designed to be used against armored targets such as tanks, vehicles and VARGs at extended range.
APs: 4 Range: 20/44 Damage: 9
[This chip takes up 3 spaces.]

VP-2 (70 points)
Orgotek’s Tekne division created this weapon to reduce the lethality of combat versus psions. It uses a combination of strobing lights and subsonic sound beams to throw off a target’s equilibrium and induce mild seizures, which also disorients psions to the point at which they cannot use their powers.
Special: Ignores armor and must be soaked with Stamina instead. When a psion takes damage from one of these, he also cannot perform any actions which require expenditure of psi for 1 round, and loses a number of psi points equal to the number of levels of unsoaked damage.
APs: 3 Range: 8/20 Damage: 3

[This chip takes up 2 spaces.]

Shrike (40 points)
Orgotek created the Shrike to compete in the growing sonic weapons market. Although made of biotech components, the Shrike functions identically to hardtech "screamer" weapons.
Special: Damage from the Shrike is soaked using STA only.
APs: 2 Range: 8/14 Damage: 2
[This chip takes up 1 space.]

Orgotek SAWS (90 points)
Short for Symbiotechnic Assault Weapons System, the SAWS is Orgotek's new dual-mode battle rifle. The SAWS can act as both as an electron beam gun and a coil gun with the capability to fire explosive shells. The SAWS is Orgotek's standard squad support weapon.
Special: The SAWS is technically two weapons. Also, the SAWS upper torso casing adds +1 to soak.
Electron Beam:
APs: 3 Range: 12/34 Damage: 3
Coil Gun:
APs: 4 Range: 18/40 Damage: 8
[This chip takes up 3 spaces.]

Orgotek Wasp II Pulse Laser (35 points)
This pistol provides a compact weapon with a decent range. It is not as punishing to the target as an L-K Avenger, but it is far quieter, making it a common weapon amongst Orgotek's Operations divisions.
APs: 2, Range: 14/22, Damage: 3
[This chip takes up 1 space.]

M-124 Sniper Rifle (95 points)
Manufactured by L-K Arms especially for snipers, this firearm contains an integral targeting system and fires high velocity rounds to an incredible range.
APs: 3, Range: 22/40, Damage: 5
[This gun should have a large scope on top of it and a long barrel. It takes up two slots of room.]

Orgotek MiniPulse-L Laser Gauntlet (45 points)
A smaller more compact version of the deadly Las-Gauntlet, this is yet another bioapp development for special operatives trying to avoid undue attention in their maneuvers.
APs: 2, Range: 10/14, Damage: 5
[This chip should only take one slot, and must have the psi symbol on it. I think it should be black, and cover a lot less of the arm than the Las-Gauntlet picture, more like an actual gauntlet perhaps.]

Plasma Pistol (45 points)

Both Voss and L-K produce weapons in this class. This weapon is similar to larger plasma weapons but uses less acceleration in its firing due to shorter barrel length. The heavy discharge of this relatively light weapon also gives it quite a kick.
APs: 2, Range: 12/20, Damage: 5
[Chip takes up 1 space.]

Voss 33K Plasma Shotgun (60 points)
The so-called plasma shotgun is a new intermediate step between the smaller plasma pistols and bulkier plasma rifles. It makes up for its lack of size by using a variable firing arc of plasma, allowing the user to project either a single bolt or a fan of plasma droplets. Its longer barrel gives it better range and more penetration than the pistol variants.
Special: Allows +1 to Ranged Weapons.
APs: 3, Range: 14/24, Damage: 6
[Chip takes up 1 space. This weapon should look like Franchi SPAS-12 shotgun but with a really wide barrel.]

Sureshot Gauntlet
This Orgotek laser gauntlet uses a Clairsentience effect similar to Dowsing to lock on to its target. Once it locks on, it can track its target even if the target is not visible to the user.
Special: Adds +1 to Ranged Weapons for each psi point spent. Ignores one die of cover. This item must be formatted.
APs: 3, Range: 14/22, Damage: 7
[Chip takes up 1 space. It should have a psi symbol on it.]

<3>Melee Weapons

Biosword—Orgotek (25 points)
This purpose-made bioapp consisting of a living sheath and blade. The blade is silicate-based and extremely hard. The blade never needs sharpening, automatically growing back to sharpened state, and automatically repairing any damage done to it. There are a few select bioswords of Qin manufacture, usually given to Legionnaires who have saved Qin lives, which are rumored to have other properties as well.
Special: Formatting adds +1 to close combat.
APs: 3, D: 5
[Chip should be 1 slots, and must have the Psi symbol on it.]

Fighting Knife (15 points)
Constructed from razor sharp orbital materials, the modern combat knife used by Special Forces is a fearsome weapon. Mexican freedom fighters are particularly renowned for their skill with these deadly blades.
APs: 2, Damage: 2
[Chip should be 1 slot.]

Bayonet (15 points)
Essentially a specially shaped blade that attaches to the end of a rifle or carbine, a

bayonet lets a soldier apply incredible leverage at he spears his opponent during the charge or in close combat. Most bayonets are detachable for use as tools in the field.
APs: 2, Damage: 3

Monofilament Whip (20 points)
A thin extrusion of monofilament polymer fused to a metal handle with a rubber gripping surface, the whip [is the preferred weapon of a dominatrix.] is a moderately complex close-combat weapon that has vicious potential in close combat.
APs: 3 Damage: 4

Poison Knife (30 points)
This bioware blade is formed of non-metallic enamel with a groove down the side that contains cells that excrete a deadly poison. If the weapon manages to pierce a target's armor, the venom can easily kill or paralyze. Like most close combat bioapps, a psion can increase the potency by focusing his noetic energy through it.
APs: 2, Damage: 2
Special: If the Poison Knife manages to cause even one Health level of damage that goes unsoaked, it causes an additional 4 dice of damage that can only be soaked by Stamina.
[The chip can pretty much use a small version of the knife pictured in the Tech Manual and must have a psi symbol on it.]

Shutdown (30 points)
This half-meter wand emits an electrokinetic blast that overloads the victim's neural pathways and results in shutdown of the nervous system. While the weapon technically can fire at an extremely short range, it is really so limited that it is only of use in close combat. Formatting increases the weapons power by tapping into the user's psi.
APs: 2, Damage: 3
Special: The damage from this weapon can only be soaked with Stamina or the Static Shield electrokinetic power.
[Picture should look like a bone baton with an electrical field around it and should have the psi symbol on it.]

Axe (20 points)
A reinforced steel blade, usually with a small claw on the opposite end; axes are used in many Outback towns as both tools and weapons.
APs: 4, Damage: 5

Force Gauntlet (30 points)
This bulky fighting glove bioware allows the user to project his blows at a range simply by punching in the direction of the target. Formatting increases the potency in hand to hand and at a range.
APs: 2, Damage: 2
Special: The wielder of these deadly weapons may roll Close Combat to attack at a range of 5/10. Botches will jam the weapon's ranged ability but will not affect hand to hand operation.
[The chip requires one slot and definitely should NOT show a Legion user.]

Sonic Knife (40 points)
A specialized ‘screamer’ that creates a ‘blade’ of focused sound.
APs: 2, Damage: 2
Special: Damage may only be soaked by STA.
[Chip should be 1 slot.]

Chain (15 points)
Usually considered an improvised weapon, some martial arts styles involve the use of 1 or 2-meter long sections of metal chain.
APs: 3 Damage: 3
[Chip should be 1 slot.]

Nunchaku (15 points)
This martial arts weapon, based on grain-threshers used for hundreds of years by peasants in Oriental lands, is essentially two half-meter long lengths of wood, polymer or metal joined by a length of either rope, chain or some type of monofilament cable.
APs: 3 Damage: 3
[Chip should be 1 slot.]

Staff (20 points)
Not much more than a long club, a staff allows for stronger strikes due to a lever effect.
APs: 4 Damage: 4
[Chip should be xx slot.]

<3>Heavy Weapons

ClinTech Mark 119 50mm Mortar (80 points)
The FSM can bring some truly frightening weapons to bear on the battlefield, and while there are far worse than this, the mortar certainly terrifies enemy troops. A mortar can lob its shells in a high arc, allowing it to hit enemies it cannot even see.
Special: The Mark 119 allows indirect fire. Another unit belonging to the same force must have line-of-sight, and when indirect fire is used, the targeting unit’s Heavy Weapons skill is used instead of the firer’s. The mortar also ignores penalties for full and partial cover.
APs: 4 Range: 20/32 Damage: 8/[5] Template: 5-inch
[This chip takes up 3 spaces.]

ClinTech M-143 Grenade Launcher (60 points)
This weapon is a special-purpose magazine-fed grenade launcher specifically designed to be mounted under the front of the L-K M-61 assault rifle.
APs: 3 Range: 12/20 Damage: 6 Template: 3-inch

Jupiter Lightning Gun (90 points)
A large biotech weapon that has to be fired from an integral folding tripod that uses electrokinesis to fire what for all practical intents and purposes is a bolt of lightning at its

targets. This has the effect of severely electrocuting them and disrupting electrical systems.
Special: This weapon must have a psi format counter and its armored ceramic harness provides +1 to soak.
APs: 3 Range: 22/34 Damage: 9 Template: 3-inch

Orgotek BioPlasma Rifle (65 points)
This weapon is the biotech equivalent of the Voss 88T plasma gun on page 70 of the Trinity: Battleground rulebook.
APs: 4 Range: 16/32 Damage: 8 Template: 3-inch

Orgotek VG-3 (30 points)
This grenade functions identically to the Orgotek VP-2 pistol mentioned previously.
Special: Ignores armor and must be soaked with Stamina instead. When a psion takes damage from one of these, he also cannot perform any actions which require expenditure of psi for 1 round, and loses a number of psi points equal to the number of levels of unsoaked damage.
APs: 3 Range: 12/0 Damage: 3 Template: 5 inch

Killjoy A/V (125 points)
L-K has developed a version of their support missile weapon with specially manufactured Anti-Vehicle warheads. The result is a smaller explosion concentrated to pierce armor far more effectively.
APs: 4, Range: 16/40, Damage: 10, Template: 3-inch
Special: The reinforced harness of the Killjoy A/V provides one point of armor exactly as the normal L-K Killjoy does. The A/V also ignores 3 points of armor on the target, whether a model or a vehicle.
[This is a 2-slot chip just like the original.]

ClinTech M-90 Pulse Cannon (150 points)
This massive weapon first saw use against Aberrants assaulting the Vesta station. The FSM contracted ClinTech to create this three-man portable model. Pulse cannons use a staged linear magnetic coil to accelerate a stream of particles toward the target at speeds near that of light. A low-intensity laser produces a path of ionized air ahead of the particle beam, which prevents a nasty side effect called ‘firehosing’ in the atmosphere, where the accelerated particles scatter over a large area, wreaking havoc on anything they impact… even the gun crew.
APs: 6, Damage: [10], Template: 5-inch
Special: The Pulse Cannon requires a crew of three to actually move and set up, as it has a heavy hyper-fusion reactor and special tripod. A squad reduced to less than 3 members cannot move the cannon any longer; they are forced to fire it where it is and if they rout must leave it behind. [This immense weapon takes up 6 slots.]

<3>Armor

Reinforced Clothing (5 points)

A uniform or outfit constructed from monofilament fibers, these suits are often preferred by spec-ops units due to their concealability.
Armor Rating: 1
[Illustration for reinforced clothing should ideally be an all black suit such as those worn by CSA spec-ops or Orgotek Option-8s, should take up one equipment slot for the chip]

Vacuum Environment Suit—VacSuit (20 points)
These suits are designed to allow the user to endure hostile environments. Their structure is sturdy enough to give some armor protection against weapons as well.
Armor Rating: 2
Special: Wearer is immune to gas-based attacks and any scenario twists that involve environments or events that would normally be prevented by a sealed, environmentally secure suit.
[This is a single chip item.]

Heavy bioVARG Suit (130 points)
The ultimate urban warfare machines, this armor fills the gap between the Light bioVARG suit and the 'full-sized' bioVARG. While still man-sized, these suits have enough built-in motive power to actually add to the wearer's strength, and the additional carrying capacity that entails.
Special: Adds +3 to close combat and adds the equivalent of 3 levels of the PackHorse skill.
Armor Rating: 7
[This is a 2-chip item.]

Hardtech VARG Suit (65 points)
An enclosed suit of powered armor that defends the wearer completely from attack while permitting full mobility. This is the hardtech version of the Light bioVARG suit described on page 70 of the rulebook.
Armor Rating: 6
[This is a 2-chip item just like the original.]

Combat Harness (40 points)
Armored carapace with exoskeleton gives user equivalent of 3 levels of PackHorse skill.
Armor Rating: 3
[This is a one-slot item.]

SEAL suit (40 points)
This suit was designed for Navy troops. It is a slick, dark gray suit that combines the sealed environment of a VES with climbing claws and servo assisted shock absorbent motion boosters.
Armor Rating: 2
Special: Wearer is immune to gas-based attacks and any scenario twists that involve environments or events that would normally be prevented by a sealed, environmentally secure suit. Allows the wearer to ignore the AP modifications caused by terrain.
[This is a single chip item.]

<3>Special Equipment

Tainted Rounds (5 points)
The CSA has these manufactured using metals mined in the Blight zone. The bullets in these guns are so heavily inundated with the "taint" from Wycoff's blast that they adversely affect a psion's ability to manipulate noetic energy.
Special: Tainted rounds may only be used with a projectile firearm and cannot be transferred to other pieces of equipment. Roll dice equal to final damage after soak, each success subtracts one from the psions psi pool.

Targeting Computer (25 points)
This is a simple head-mounted sight that uses an onboard computer programmed with the ballistics data for most ranged and heavy weapons that computes and displays the point of aim for the user's current weapon based on the direction and range where he has it aimed. This computer can also correct for the effects of windage and elevation.
Special: Adds +1 to ranged weapons and heavy weapons skills. Can be used on any weapon the user carries.

Wing Pack (30 points)
This bioapp is essentially a small creature that uses a combination of wings and telekinesis to make itself and its wearer airborne. It isn't as efficient as the Flight psi power, but it can be used by any psi.
Special: Allows the wearer to use the equivalent of the psi power of flight, except they can only apply half of their APs toward movement.

Ghille suit (5 points)
The Ghille suit is a tattered-looking suit made of pieces of woven fibers applied to a net-like base that is moderately good at duplicating the appearance of vegetation when seen at a distance. It is a low-tech but effective form of camouflage.
Special: Adds +1 to the bonuses of cover.

Hologram Belt (15 points)
This device creates a hologram that moves with the wearer. While it is obvious to anyone who looks that it is just a hologram, it still blocks vision somewhat and therefore provides some protection against gunfire.
APs: 0
Special: Wearer is always assumed to have soft cover unless actually in better cover.

Red (25 points)
This drug is a result of research by Colombian into combat drugs. It produces rage in the user, boosting his strength and ferocity.
*This item is discarded after use. It is replenished at the beginning of the next battle.
APs: 0
Special: Adds two dice to Close Combat attack rolls and one die to Soak for the turn it is used. User cannot be routed in the turn used.

[This should be a one-slot chip. A nice hypo filled with some bright red liquid would be a good picture.]

Parasail (30 points)
A parachute that allows the wearer limited steering capability.
Special: Allows the wearer to enter the playfield as an ambush action. The wearer still receives half of his APs after landing. Roll deviation from their intended landing position as if it were a heavy weapon shot with no extra successes.
[This is a two-slot item.]
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<1>Vehicles
Even with the downscaling of armed forces in the 22nd century, vehicles are still as necessary to the operation of armed forces as they ever were. All the infantry within walking distance of your average Aberrant raid can't stop it, even with all the equipment and armor they carry. Miniaturization can only go so far. Armed and armored vehicles are even more useful because they can carry far more than a human can and can protect the human operators as well.
Traditional Vehicles
So-called 'normal' vehicles still see a lot of service on the 22nd century battlefield. Wheeled and tracked vehicles are still in relatively common use, as the expense of skimmer operation still prevents many units from using them. (That, and the fact that skimmers tendency to kick up clouds of dust raises the visibility of a vehicle tremendously.)
VARGs
By most measures, the lord of the modern battlefield is a VARG. Heavily armed and armored, but retaining the flexibility and mobility of a human being, VARGs are divided into two categories, VARGs (based on hard tech) and bioVARGs (based on biotechnology). While several companies produce hardtech VARGs, the market for VARGs in the FSA is virtually ruled by ClinTech and Rheinmetall. The worldwide market for bioVARGs is primarily split between Orgotek, BioSystems and TechnoDyne, with Orgotek being the 'old school' and TechnoDyne the 'up-and-coming challenger'.
Rheinmetall
Rheinmetall is certainly the oldest of the companies currently manufacturing VARGs. It was originally founded as a metalworking and machine fabrication company in 1889. During the 20th century, their work expanded to include automotive manufacturing, industrial machinery, and then armored vehicles and their weapons systems. VARG manufacturing merely represents the culmination of their efforts.
Orgotek
While Orgotek may have difficult relations with the FSA government, its leadership in the field of biotechnology is indisputable. This means whether they like to or not, the FSA deals with Orgotek and allows it to exist, and buys masses of biotechnology from them.
TechnoDyne

TechnoDyne has made a specialization of building bioVARGs that are tailored to the needs of specific operators, in contrast to Orgotek's mass-produced models. While this means that their bioVARG units can be fairly specialized, it also means that their units take longer to make, and cost much more.

BioSystems

BioSystems has made a point of taking bioVARG design in a new direction. Instead of spending their time building combat behemoths like Orgotek, or specialized one-off designs like TechnoDyne, they focus instead on the utilitarian market. Most of their bioVARGs are means at labor multipliers instead of tools of destruction. Their technical repertoire remains largely a product of early Qin assistance and biokinetic research facilitated by Norça's covert support. The South American nations of Brazil and Colombia benefit from many exclusive arrangements with BioSystems. Much of the bioware created by the company never sees public release, as it remains secretly vital to intelligence and security forces.

<2>MOTORPOOL

Vehicle manufacturers in the 22nd century are constantly producing new models or revising old ones to meet the changing needs of the universe's citizens. The military makes constant demands for new and better vehicles. This need isn't as much a result of changing needs, as it is the paranoid necessity to have the best, to be able to outmaneuver, outfight or outrun the enemy whoever that might be.

<2>VEHICLES

<3>BISAI ASSAULT SKIMMER

[BEGIN BISAI ASSAULT SKIMMER]

This skimmer is designed for ground-based fast assaults. Because of its skimmer design it sacrifices some armor and weapons in favor of speed and maneuverability.

Model: Bisai Assault Skimmer Allegiance: Crew/Pilot: Assault Skimmer crew
Type: Hover Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 35
[3] Strength Effect [4] Armor Structure: 15
Crew: Assault Skimmer Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 2, Init: 2, Soak: 4, AP: 5
Skills: Drive 3
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Medium Laser Cannon (120)
Critical Hits: None

[END BISAI ASSAULT SKIMMER]

<3> CLINTECH WARDEN LAV

[BEGIN CLINTECH WARDEN LAV]

The Warden is an armored skimmer commonly used as a patrol vehicle by many police forces in the Western world.

Model: ClinTech Warden LAV Allegiance: Crew/Pilot: patrol vehicle crew

Type: Hover Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 20
[2] Strength Effect [3] Armor Structure: 10
Crew: Assault Skimmer Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 2, Init: 2, Soak: 4, AP: 5
Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Light Laser Cannon (90)
Critical Hits: None
[END CLINTECH WARDEN LAV]

<3> CLINTECH MORRIS APC
[BEGIN CLINTECH MORRIS APC]
This no-frills Armored Personnel Carrier is designed to carry out troop transport and transfer duties in areas not suited for air transport. It uses dual-battery power and is considered and old but reliable design.
Model: ClinTech Morris APC Allegiance: Crew/Pilot: APC crew
Type: Tracked Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 15
[4] Strength Effect [4] Armor Structure: 12
Crew: APC support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 3, Init: 2, Soak: 4, AP: 5
Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Light Laser Cannon (90), two troop transport modules (200)
Critical Hits: None
[END CLINTECH MORRIS APC]

<3> MASHINDANO KUCHUKA BRONTO
[BEGIN MASHINDANO KUCHUKA BRONTO]
The Bronto is a civilian vehicle with an optional militarization package. It uses an onboard fusion powerplant for power and is often used for long-distance heavy hauling.
Model: Mashindano Kuchuka Bronto Allegiance: Crew/Pilot: Transport Crew
Type: Wheeled Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 20
[6] Strength Effect [3] Armor Structure: 17
Crew: transport support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 2, Init: 2, Soak: 4, AP: 5
Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Light Coil Gun (110), cargo area (can hold three troop transport modules)
Critical Hits: None
[END MASHINDANO KUCHUKA BRONTO]

<3> CLINTECH OSNER ATV
[BEGIN CLINTECH OSNER ATV]
Main Battle Tanks still form the backbone of any army even though that of the Drake overshadows most tanks' presence. Still, Tanks like the Osner are far more numerous than fusion-powered juggernauts like the Drake, partly because of the difference in cost and ease of production.
Model: ClinTech Osner ATV Allegiance: Crew/Pilot: Tank Crew
Type: Tracked Division: Base/Total: 175/355
Ranged: 4, Heavy Weapons: 4, Ram: 3, Maneuver: 20
[8] Strength Effect [6] Armor Structure: 20
Crew: Tank support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 4, Init: 2, Soak: 4, AP: 5
Skills: Drive 2, Firearms 1, Heavy Weapons 1
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Heavy Coil Gun (160), Light Laser Cannon (90), Three Smart Missiles (150)
Critical Hits: None
[END CLINTECH OSNER ATV]

<3> CLINTECH HEVI-D
[BEGIN CLINTECH HEVI-D]
The armed and armored version of ClinTech's Hostile Environment Vehicle sees use as a light tank in many colonial armies and in some terrestrial armies where its environmental protection makes it particularly well suited (such as The Blight, and the Middle East). However, even its cheap price doesn't make up for its lack of armor and light structure. A few hits from any antitank weapon and the HEVI-D earns its nickname… "The Bomb".
Model: ClinTech HEVI-D Allegiance: Crew/Pilot: Tank Crew
Type: Tracked Division: Base/Total: 175/355
Ranged: 4, Heavy Weapons: 4, Ram: 3, Maneuver: 20
[7] Strength Effect [2] Armor Structure: 15
Crew: Tank support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 5, Init: 2, Soak: 4, AP: 5
Skills: Drive 2, Firearms 1
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Light Coilgun (110), Heavy Laser Cannon (165), dual Light Plasma cannons (120), Sealed systems (25)
Critical Hits: None
[END CLINTECH HEVI-D]

<3> RHEINMETALL LOWE (LION)
[BEGIN RHEINMETALL LOWE]
Rheinmetall revived the concept of the assault gun with this monster machine which for all of its size and ferocity is still limited by the same size and its dependence on conventional power as opposed to fusion power. While more heavily armored and just as

armed, the Lion doesn't possess the speed, maneuverability or deployability of the Drake.
Model: Rheinmetall Lowe Allegiance: Crew/Pilot: Tank support crew
Type: Track Division: Base/Total: 750/1390
Ranged: 5, Heavy Weapons: 4, Ram: 12, Maneuver: 20
[11] Strength Effect [18] Armor Structure: 25
Crew: Tank Support squad Crew Cost: 165
STR: 2, DEX: 3, STA: 2, MEN: 4, SOC: 2
Hlth: 6, Init: 2, Soak: 4, AP: 8
Skills: Drive 2, Firearms 2, Heavy Weapons 1
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Super-heavy Coilgun (185), Four Light Laser Cannon (360)
Critical Hits: None
[END RHEINMETALL LOWE]

<3>W/V "HEDGEHOG" MLRS
[BEGIN HEDGEHOG MLRS]
The Hedgehog is a mobile missile battery capable of delivering hideous amounts of heavy firepower to targets on the battlefield. However, it lacks antipersonnel weapons and usually requires its own infantry support. With proper infantry support it can terrorize most enemy forces on today's small battlefields.
Model: Hedgehog MLRS Allegiance: Crew/Pilot: Tank support crew
Type: Track Division: Base/Total: 750/1390
Ranged: 3, Heavy Weapons: 5, Ram: 12, Maneuver: 20
[9] Strength Effect [5] Armor Structure: 25
Crew: Tank Support squad Crew Cost: 165
STR: 2, DEX: 3, STA: 2, MEN: 4, SOC: 2
Hlth: 6, Init: 2, Soak: 4, AP: 9
Skills: Drive 2, Engineering 2, Heavy Weapons 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Three missile pods (450 points)
Critical Hits: None
[END HEDGEHOG MLRS]

<3>DRAKE
[BEGIN DRAKE MN-114 MAIN BATTLE TANK]
This fusion-powered 120-ton behemoth is crafted to take on powerful Aberrants single-handedly… but it has yet to see much action against them. The Drake is crafted by a conglomeration of companies, with Steinhardt programming the onboard control systems, ClinTech manufacturing its main armament and power core, Porter-Anderson manufacturing the crew compartment, and the FSA government itself crafting the reinforced olaminium hull and performing final assembly. A 5-member specially trained tank crew operates the deadly Drake battle tanks.
Model: Drake MN-114 Tank Allegiance: FSA Crew/Pilot: Tank support crew
Type: Hover Division: Base/Total: 750/1390
Ranged: 5, Heavy Weapons: 4, Ram: 12, Maneuver: 25
[10] Strength Effect [15] Armor Structure: 25

Crew: Tank Support squad Crew Cost: 165
STR: 2, DEX: 3, STA: 2, MEN: 4, SOC: 2
Hlth: 5, Init: 2, Soak: 4, AP: 8
Skills: Drive 2, Firearms 2, Engineering 2, Heavy Weapons 1
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Super-heavy Coilgun (185), Light Laser Cannon (90), 4 Smart Missiles (200)
Critical Hits: None
[END DRAKE TANK SHEET]

<3>MARION
[BEGIN MARION M-122 ARMORED PERSONNEL SKIMMER]
ClinTech also manufactures the companion vehicle for the Drake; the Marion M-122, a skimmer designed to be able to move infantry units right along with its armor. Even though it is battery-powered, multiple redundant batteries and lighter armor help it to keep pace with the Drake. Both the Marion and the Drake are manufactured in Dallas-Fort Worth, making them readily accessible to the FSA forces operating in the Tex-Mex district. Also, there is a station for the S-TRAM underground maglev rail system near the complex. The hypersonic speeds of this rail system mean that reinforcements in the even of a direct attack on the cities in the northern Tex-Mex district are only minutes away, no matter how far they are being moved from.
Model: Marion APS Allegiance: FSA Crew/Pilot: Personnel Carrier Support crew
Type: Hover Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 25
[6] Strength Effect [7] Armor Structure: 20
Crew: Personnel Carrier Support Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 3, Init: 2, Soak: 4, AP: 5
Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Medium Laser Cannon (120), Troop Transport Module (100)
Critical Hits: None
[END MARION M-122 ARMORED PERSONNEL SKIMMER]

<3>GILA
[BEGIN PORTER-ANDERSON GILA DESERT MOBILITY VEHICLE]
The Gila is a militarized version of a civilian recreational vehicle made for extended warfare under rough field conditions. It has a single turret capable of carrying a small vehicle weapon and a semi-open cab protected by sheets of transparent armor polymers.
Model: Gila Desert Rover Allegiance: FSA Crew/Pilot: Support scout crew
Type: Wheeled Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 30
[1] Strength Effect [3] Armor Structure: 4
Crew: Scout Support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 2, Init: 2, Soak: 4, AP: 5

Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Light Laser Cannon (90)
Critical Hits: None
[END GILA DESERT MOBILITY VEHICLE]

<3>WENDIGO
[BEGIN PORTER-ANDERSON WENDIGO AUV]
The AUV (armored utility vehicle) is used by the FSA as the wheeled ground vehicle of choice. FSM patrols operating in The Blight prefer it to skimmers because the dust cloud skimmers tend to kick up in the area is visible from far enough away to compromise their position. It carries a single weapon on a pintle mount over the passenger side of the cab.
Model: Porter-Anderson Wendigo AUV Allegiance: FSA Crew/Pilot: AUV crew
Type: Wheeled Division: Base/Total: 175/355
Ranged: 3, Heavy Weapons: 3, Ram: 3, Maneuver: 27
[2] Strength Effect [3] Armor Structure: 7
Crew: AUV Support squad Crew Cost: 90
STR: 2, DEX: 3, STA: 2, MEN: 2, SOC: 2
Hlth: 2, Init: 2, Soak: 4, AP: 5
Skills: Drive 2
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Aris Heavy Machine Gun (40)
Critical Hits: None
[END PORTER-ANDERSON WENDIGO AUV]

<3> TAO-CI-QI CHUI-ZI
[BEGIN ULANBATOR TAO-CI-QI CHUI-ZI]
The Chinese equivalent to the Drake is a fusion-powered tracked tank with sealed systems capable of swimming through rivers and narrow sea channels. Its tracks are more dependable and require less maintenance than the Drake's immense lift fans, but sacrifice speed. Ulanbator is a Mongolian corporation virtually controlled by the Chinese government for the express purpose of manufacturing military hardware.
Model: Ulanbator Tao-Ci-Qi Chui-Zi Allegiance: PRC Crew/Pilot: Tank support crew
Type: Tracked Division: Base/Total: 750/1390
Ranged: 5, Heavy Weapons: 4, Ram: 12, Maneuver: 20
[10] Strength Effect [10] Armor Structure: 25
Crew: Tank Support squad Crew Cost: 165
STR: 2, DEX: 3, STA: 2, MEN: 4, SOC: 2
Hlth: 5, Init: 2, Soak: 4, AP: 8
Skills: Drive 2, Firearms 2, Heavy Weapons 1
Equipment: L-K Avenger (35), Armor Vest (15)
Hardpoints: Super-heavy Coilgun (185), Light Laser Cannon (90), 2 Smart Missiles (100), Sealed Systems (25)
Critical Hits: None
[END ULANBATOR TAO-CI-QI CHUI-ZI]

<2>VARGs

<3>FIRE EAGLE
The Rheinmetall Fire Eagle VARG is almost universally outfitted with a magnetic grenade launcher and pulse laser. The Fueradler, or Fire Eagle, is a relatively light VARG often used against targets in urban settings due to its size or in situations where speed is necessary. The only VARG able to keep up with the top speed provided by the powerful fusion hydraulic propulsion system coupled with the Fire Eagle's relatively light frame is the scout class bioVARG, the Weasel which will be released later. A FSM VARG SpecOp pilot pilots this particular VARG.

[BEGIN RHEINMETALL FIRE EAGLE VARG SHEET]
[If you have room on the sheet for an illustration, please use the one from the Tech Manual. It is simple enough to work easily.]
Trinity Battleground
VARG
Model: Fire Eagle Allegiance: FSA Crew: Spec-Op
Experience: 0 Division: Tex-Mex Base/Total: 285/550
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 30
[3] Strength Effect [5] Armor Structure: 8
Pilot: FSM SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Rheinmetall Magnetic Grenade Launcher (90), Light Laser Cannon (90)
Critical Hits: None
[END RHEINMETALL FIRE EAGLE VARG SHEET]

<3> HASSHA-SEIUN (FLAME CLOUD)
The Flame Cloud is a general-purpose combat VARG common to many Pacific Rim armies. The VARG is named for the effect caused by it discharging its onboard weapons.

[BEGIN HASSHA-SEIUN (FLAME CLOUD) VARG SHEET]
Trinity Battleground
VARG
Model: Hassha-Seiun Allegiance: Crew: Spec-Op
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 25
[4] Strength Effect [5] Armor Structure:
Pilot: SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Missile Pod (150), Pulse Cannon (150), Pulse Laser (as Rheinmetall X-9,

70), Ionic Whip (50)
Critical Hits: None
[END HASSHA-SEIUN (FLAME CLOUD) VARG SHEET]

<3> HELLFIRE
The Hellfire is the largest assault VARG made to date, and armed exclusively with energy weapons. Although large and slow, it can stay in the field for long periods of time without the need for ammunition. Hellfires rarely operate alone, usually they are part of a larger force.

[BEGIN HELLFIRE VARG SHEET]
Trinity Battleground
VARG
Model: Hellfire Allegiance: Crew: Spec-Op
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 17
[6] Strength Effect [7] Armor Structure:
Pilot: SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Two Plasma Cannons (as Voss 90V, 145 each), two light laser cannon (90 each), Lightning Field (15)
Critical Hits: None
[END HELLFIRE VARG SHEET]

<3> KAMI-HEI-BUSHI (SPIRIT WARRIOR)
The Spirit Warrior is a light Recon/scout VARG with an extensive onboard electronic warfare suite.

[BEGIN KAMI-HEI-BUSHI VARG SHEET]
Trinity Battleground
VARG
Model: Kami-Hei-Bushi Allegiance: Crew: Spec-Op
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 28
[2] Strength Effect [5] Armor Structure:
Pilot: SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Light Laser Cannon (90), Missile Pod (150), Electronic Warfare Package (50 points)
Critical Hits: None

[END KAMI-HEI-BUSHI VARG SHEET]

<3> PULSAR
The Pulsar is the Federated States Military's best assault weapon. Heavily armed and armored, with a good assortment of long-range firepower, the Pulsar is a threat to any target on the battlefield.

[BEGIN PULSAR VARG SHEET]
Trinity Battleground
VARG
Model: Pulsar Allegiance: Crew: Spec-Op
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 28
[5] Strength Effect [7] Armor Structure:
Pilot: SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Pulse Cannon (150), missile pod (150), light plasma cannon (60), empty hardpoint
Critical Hits: None
[END PULSAR VARG SHEET]

<3> RYU
The Nihonjin Ryu, or Dragon, is a heavy VARG designed for long-range fire support tasks when grouped with other more mobile VARGs for close-in defense. The only design drawback is relatively weak armament once the missile pods are empty.

[BEGIN RYU VARG SHEET]
Trinity Battleground
VARG
Model: Ryu Allegiance: Crew: Spec-Op
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 28
[5] Strength Effect [7] Armor Structure:
Pilot: SpecOp Grade 1 Pilot Cost: 85
STR: 2, DEX: 3, STA: 2, MEN: 3, SOC: 2
Hlth: 5, Init: 2, Soak: 2, AP: 6
Skills: Drive 2, Melee 2, Firearms 2, Engineering 2
Equipment: L-K Avenger (35)
Hardpoints: Two missile pods (150 each), two medium coilguns (130 each), light laser cannon (90)
Critical Hits: None
[END RYU VARG SHEET]

<3> WEASEL
The Weasel is designed to get close in to enemy forces undetected and provide targeting data to support vehicles and VARGs further away on the battlefield. The Weasel is the smallest and most humanoid of current bioVARG models, standing three-and-one-half meters tall and weighing about two tons. Scout class bioVARGs like the Weasel sacrifice weapons and armor in favor of speed and maneuverability. They aren't intended to duke it out just get the targeting data for other friendly vehicles and get out.
[BEGIN WEASEL VARG SHEET]
Trinity Battleground
VARG
Model: Weasel Allegiance: Crew: Psion
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 5, Close Combat: 5, Maneuver: 30
[3] Strength Effect [2] Armor Structure:
Pilot: Dalton Rames, ISRA 2nd Tier psion
Pilot Cost: 135
STR: 3, DEX: 3, STA: 3, MEN: 2, SOC: 2
Hlth: 7, Init: 3, PSI: 5, AP: 6
Ranged: 3, Heavy Weapons: 3, Close Combat: 4, Soak: 4
Skills: Drive 1
Psi Powers: **Two appropriate Clairsentience powers**
Hardpoints: Two light laser cannons (180), Electronic Warfare Package (50), Psionic Beacon (20 points)
Critical Hits: None
[END WEASEL VARG SHEET]

<3> ORGOTEK SILVERFISH bioVARG
The tactical class Orgotek Silverfish bioVARG combines attributes of midrange speed with about twice the firepower of the hardtech Fire Eagle. Though it is sixty percent heavier than Rheinmetall's design, the Silverfish's bio-armor is merely the Fire Eagle's equal. However, a Silverfish, like all bioVARGs is designed for use by a psion and with such a pilot is a truly devastating organic machine. Since hardtech weapons are generally still superior to bioapps, and this is particularly noticeable on the scale of vehicle grade hardware, most bioVARGs have attachment points that accept hardtech devices. The Silverfish can carry a variety of weapons, but the most popular is a pair of recessed weapons, generally a medium laser cannon and a medium coilgun.

[BEGIN ORGOTEK SILVERFISH VARG SHEET]
[Again, if you can, use the illustration in the Tech Manual.]
[The left side of the sheet should have a column for the pilot's Health track, as it is possible to wound, kill or even route them. The right side of the sheet should include a Structure track to represent the VARGs equivalent to Health. Across the bottom of the sheet should be a Psi track to use for the psion pilots of bioVARGs.]
Trinity Battleground

VARG
Model: Silverfish bioVARG Allegiance: Orgotek Pilot: Psion
Experience: 0 Division: Tex-Mex Base/Total: 325/700
Ranged: 3, Heavy Weapons: 3, Close Combat: 5, Maneuver: 25
[5] Strength Effect [5] Armor Structure: 10
Pilot: Eniac Smith, Orgotek 2nd Tier psion
Pilot Cost: 135
STR: 4, DEX: 3, STA: 3, MEN: 2, SOC: 2
Hlth: 7, Init: 3, PSI: 5, AP: 6
Ranged: 3, Heavy Weapons: 3, Close Combat: 4, Soak: 4
Skills(2pts): Engineering 1, Toughness 1, Drive 1
Psi Powers: Lockout, Power Surge
Hardpoints: Medium Laser Cannon (120), Medium Coilgun (130)
Critical Hits: None
[END ORGOTEK SILVERFISH VARG SHEET]

<3> KRAKEN
The Kraken is a huge support-class bioVARG that actually requires multiple pilots to control all of its functions. It is huge and easily visible on the battlefield, over eight meters tall. Most battlefield commanders prefer to field more conventional support vehicles unless they are a highly specialized unit.

[BEGIN KRAKEN VARG SHEET]
Trinity Battleground
VARG
Model: Kraken Allegiance: Crew: Psion Support bioVARG Crew
Experience: 0 Division: Base/Total:
Ranged: 5, Heavy Weapons: 6, Close Combat: 5, Maneuver: 15
[7] Strength Effect [4] Armor Structure: 10
Crew: Psion bioVARG support squad Crew Cost:
STR: 3, DEX: 4, STA: 2, MEN: 2, SOC: 2
Hlth: 3, Init: 2, Soak: 4, PSI: 4, AP: 7
Skills: Drive 2, Firearms 1,Heavy Weapons 2
Psi Powers: **Two appropriate Clairsentience powers**
Hardpoints: Two medium coil guns (260), two missile pods (300), two light laser cannon (180), Psionic Targeter (30)
Critical Hits: None
[END KRAKEN VARG SHEET]

<2>HARDPOINTS—EMPLACEMENTS

<3>Vehicle Weapons and Attachments (Hardpoints)

Militaries throughout human space use a great deal of specialized weapons and technical machinery to increase the effectiveness of their assault vehicles. Various pieces of equipment attachments are labeled on vehicle hardpoint counters in this game. Each

counter lists statistics representing the capabilities of an item. Brief descriptions of these characteristics (damage ratings, ranges) can be found under Vehicle Weapon Colors and Types, above, and under the Weapon Colors and Types on page 51 of the Trinity Battleground Rulebook. Further details are provided below.

<3>Ranged Weapon Emplacements

Aris Heavy Machine Gun (40 points)
The venerable 12.75-mm machine gun still sees service in a few areas, usually altered for caseless ammunition. Though it is old, it is still a viable weapon against light vehicle targets and personnel.
APs: 2 Damage: [3] Range: 8/26
[This emplacement chip should take up 1 hardpoint.]

Rheinmetall X-9 Pulse Laser (70 points)
The X-9 is a potent vehicle grade weapon using a crystalline core tuned to fire short bursts of laser energy.
APs: 3, Damage: [3], Range: 10/30
[This emplacement chip should take up 1 hardpoint.]

ClinTech M-192 Pulse Cannon (150 points)
Pulse cannons came into use as battlefield weapons after one was used to kill an Aberrant during the defense of Vesta Station. This is a larger, heavier version of the tripod-mounted infantry weapon.
APs: 4 Damage: [9] Range: 18/40
[This emplacement takes up 3 hardpoints.]

Light Laser Cannon (90 points)
Laser cannons, formerly the stuff of science fiction, are commonplace in today's battlefield. Their tightly collimated beams do respectable damage at close to medium ranges, but eventually atmospheric scattering will effect even the strongest laser.
APs: 3 Damage: [5] Range: 24/32
[This emplacement takes up 1 hardpoint]

Medium Laser Cannon (120 points)
APs: 4 Damage: [6] Range: 32/40
[This emplacement takes up 3 hardpoints.]

Heavy Laser Cannon (165 points)
This is a common weapon for most armies' tanks.
APs: 5 Damage: [8] Range: 36/48
[This emplacement takes up 4 hardpoints.]

Super-heavy Laser Cannon (200 points)
Weapons of this size, formerly reserved for weaponry onboard space vessels, are gradually working their way onto the battlefield due to their pinpoint accuracy and high

damage capacity. These make them perfect for slugging it out with pesky Aberrants.
APs: 5 Damage: [10] Range: 40/48
[This emplacement takes up 5 hardpoints.]

Heavy Coilgun (160 points)
Truly large coil guns fire single, large, armor piercing shells at targets at extreme range. They replace their chemically fired ballistic weapons of previous centuries with high-velocity magnetically accelerated shells that smash into their targets, doing damage based purely on their kinetic energy.
APs: 5 Damage: [9] Range: 28/48
[This weapon takes up 4 hardpoints.]

Super-heavy Coilgun (185 points)
Normally this size weapon is based off of ships or spacecraft but it has become moderately popular in most armies as a theoretical Aberrant-killer. In fact, though, the lessons of the Aberrant War told us that heavy weapons aren't always the best.
APs: 5 Damage: [10] Range: 30/48
[This weapon takes up 5 hardpoints.]

<3>Melee Weapon Emplacements (VARGs only)

Plasma Blade (130 points)
This ClinTech/Rheinmetall weapon developed specifically for close combat by VARGs, this uses a magnetic field generator and plasma generator to create a 1.5-meter long plasma stream. It is possibly the most devastating melee weapon known.
APs: 3 Damage: [10]
[This weapon takes up 1 hardpoint.]

Ionic Whip (50 points)
A flexible steel whip that delivers an intense electrical charge to targets.
APs: 3 Damage: [5]
[This weapon takes up 1 hardpoint.]

<3>Heavy Weapon Emplacements

Minigun (60 points)
While not nearly as effective as a coilgun, these cheaper weapons use multiple rotating barrels and a high-capacity feed mechanism to rain armor-piercing shells onto enemy targets. They are common from years of manufacture and relatively low-tech compared to most other weapons, making them common in less well-developed areas, and in the hands of resistance fighters around the world.
APs: 3 Damage: [3] Range: 12/24 T: 3
[This emplacement chip takes up 1 hardpoint.]

Rheinmetall Magnetic Grenade Launcher (90 points)
This vehicle-mounted launcher uses low-intensity magnetic coils to boost 50mm shells

over short ranges to its targets. It is loaded with armor piercing and anti-personnel rounds.
APs: 4, Damage: 8/[5], Range: 12/20 Template: 5
Special: Before firing the pilot must choose to use either the anti-personnel or armor piercing rounds. Anti-personnel uses the first damage value while armor piercing uses the bracketed level.
[This emplacement chip should take up 1 hardpoint.]

Light Plasma Cannon (60 points)
There are a variety of vehicle-mounted plasma cannon nearly identical to the man-portable Voss 88T. They are lighter than their man-portable counterparts, but are of course dependent on the vehicle's power supply and targeting capabilities.
APs: 3 Damage: [4] Range: 14/30 T: 3
[This emplacement chip takes up 1 hardpoints.]

Voss 90V Plasma Cannon (145 points)
A new version of the popular Voss 88T man-portable plasma cannon, this one constructed to be mounted on vehicle hardpoints.
APs: 4 Damage: [9] Range: 16/32 T: 3
[This emplacement chip takes up 2 hardpoints.]

Light Coilgun (110 points)
This weapon uses pulsed magnetic coils to fire volleys of armor-penetrating shells at remote targets, capable of devastating small areas.
APs: 4 Damage: [5] Range: 24/46 T: 5
[This emplacement chip takes up 2 hardpoints.]

Medium Coilgun (130 points)
A higher caliber version of the light coilgun, often firing at a higher rate.
APs: 5 Damage: [7] Range: 28/46 T: 7
[This emplacement chip takes up 3 hardpoints.]

FFAR Rocket Pod (80 points)
These unguided Folding Fin Aerial Rockets (FFAR) are designed for strafing areas, filling them with shrapnel and light explosives, and are particularly effective against lightly armored vehicles or personnel targets.
APs: 2 Damage: [2] Range: 16/30 T: 5
[This emplacement chip takes up 1 hardpoint.]

Missile Pod (150 points)
This weapon represents any of several types of similar vehicle-mounted weapons that make use of smaller guided missiles designed to be used at shorter ranges and on smaller targets. The advantage of this weapon over individual smart missiles is the increased ammunition capacity over a single larger missile.
APs: 3 Damage: [8] Range: 28/42 T: 3
Special: Because of the built-in targeting system this weapon adds 1 dice to the Heavy

Weapons roll against vehicular targets.
[This emplacement chip takes up 2 hardpoints.]

Smart missile (50 points)
Many types of guided missile weapons are available for mounting on 22nd-century vehicles. This weapon represents larger varieties of these types, most designed to disable armored vehicles and damage buildings and fortifications.
APs: 4 Damage: [15] Range: 32/48 T: 5
Special: This weapon is a single-use weapon. Once fired, the hardpoint is empty. Because of the built-in targeting system this weapon adds 2 dice to the Heavy Weapons roll against vehicular targets.
[This emplacement chip takes up 1 hardpoint. There should be at least 8 of these in the box, as many vehicles will come with racks of 4.]

<3>Special Equipment Emplacements

L-B 'Flame Wing' Flight System (VARG Flight Pack) (100 points)
The VARG Flight pack attaches to the back of a VARG's upper torso, giving it limited flight capability to allow it to move over rough terrain and onto buildings and the like.
Special: Allows you to ignore terrain modifiers and intervening terrain.

Orgotek Gel-armor (30 points)*
This armor is a layer of gelatinous material placed inside a vehicle around its critical components to add additional protection in case of the armor being penetrated by an attack. This material absorbs and disperses the damage of the hit, but the shell holding the gelatin is usually punctured in the process.
Special: Allows you to ignore a single Critical Hit. Discard this chip after use. It is an exception to the rule that only one green item may be used per turn.

Applique armor (20 points)*
Extra armor layered onto the outside of a vehicle to absorb hits from heavier weapons. This is most often used on older vehicles to protect it from more modern weapons designed since the vehicle began production.
Special: Supplies 1 additional point of structure per unit applied to the vehicle. This chip is an exception to the rule that only one green item may be used per turn. Remove the chip when its Structure level has been used.

Lightning Field (15 points)
Only thus far used on the Hellfire VARG, this electrifies the outer shell of the VARG so that an attacker suffers from electric shock when they come into contact with the VARG.
Special: Does [4] damage to any enemy that performs close combat attacks during the turn when it is activated. Remove the chip after it has been used.

Targeting Computer (25 points)
This is an onboard computer programmed with the ballistics data for the weapons mounted on the vehicle that computes and displays the point of aim for the current

weapon based on the direction and range where it is aimed. This computer can also correct for the effects of windage and elevation.
Special: Adds +1 to ranged weapons and heavy weapons skills. Can be used on any weapon the vehicle carries.

Electronic Warfare Package (50 points)
A set of battlefield electronics that includes a jamming array and set of sensors which improves the sensory capabilities of the vehicle it is installed in while reducing the sensory capabilities of others to target said vehicle.
Special: Reduces all ranged and heavy weapons rolls against the target by -3, and adds +1 to ranged weapons and heavy weapons skills.

Sealed Systems (25 points)
This adds a full nuclear/biological/chemical (NBC) protection suite to a vehicle as well as a small internal air supply and specialized filters to extract oxygen from water and/or highly contaminated air.
Special: Makes the vehicle's crew immune to gas-based attacks and any scenario twists that involve environments or events that would normally be prevented by a sealed, environmentally secure vehicle.

Troop Transport Module (100 points)
Allows a vehicle to carry troops within its armored housing. Up to six figures (characters an/or support crew, including VARG suits, but NOT VARGs) may be carried in this fashion.
Special: Hits to this compartment are determined as any other hardpoint hit. Effects of hits to this compartment on the troops inside are determined just like a hit to the vehicle's crew compartment.
[This chip takes up 2 hardpoints.]

Psionic Beacon (20 points)
This item, only available for biotech vehicles (such as bioVARGs), is only truly useful when a bioVARG on the same battlefield possesses a Psionic Targeter. (See below)
[This chip takes up 1 hardpoint. It should have a psi symbol on it.]

Psionic Targeter (30 points)
When used with a Psionic Beacon, this allows the bioVARG to receive sensory telemetry from the bioVARG with the Targeter. This item can only be used on bioVARGs or other biotech vehicles.
Special: Allows the bioVARG to treat any target within the short range of the weapon they are firing from the unit possessing the Beacon as if it were within short range of the firing unit. The targeted unit must still be within the weapon's long range and cannot be behind hard cover.
[This chip takes up 1 hardpoint. It should have a psi symbol on it.]

<3>Aberrant Juggernauts

Just as a note, Aberrants sometimes ride atop or inside gigantic members of their own castes. These tremendously large creatures resemble vehicles or bioVARGS in their manner of fighting and will undoubtedly be covered in a future supplement. Some of these creatures are even capable of warping space to travel to the stars.

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<1>APPENDICES

<3>Tournament Rules

<3>New Event Cards
Just as the Psi Unification and Taint Convergence cards represent special preparations and tactical abilities of psion and Aberrant forces, so too do non-psion and alien forces benefit from strategic planning represented by their own special event cards. Human non-psion forces receive Strategic Contingency cards, while the Qin draw from the I Ching cards, the Coalition from the Breeder Collective cards and the Chromatics from the Deus Lux cards.

<3>Taking Strategic Contingency Cards
Strategic Contingency, Psi Unification, Taint Convergence, I Ching, Breeder Collective and Deus Lux cards are drawn randomly just after setup of all terrain and models is finished, but before the first turn begins. When setting up a game, it's best to create forces of equal value to play a fair game. However, Event Cards help balance the game when unequal forces take the field. The number of cards drawn by each force depends upon the forces involved and the points value difference, if any.

To determine how many Strategic Contingency cards Non-Psion Force receives, compare the point value of the force and their Aberrant, alien or psion opponent. Use the following chart to determine how many cards are pulled for each force.

[BEGIN CHART]

Point Value Difference	Non-Psion Force	Psions/Aberrants/Aliens
0 to 50 pts	2 Cards	1 Card
If the Psion/Aberrant point value is higher:		
Psions/Aberrants +51-99 pts.	3 Cards	1 Card
Psions/Aberrants +100-150 pts	4 Cards	1 Card
Psions/Aberrants +151 or more	5 Cards	1 Card
If the Non-Psion point value is higher:		
Non-Psion +51-99 pts.	1 Card	1 Card
Non-Psion +100-150 pts	1 Card	2 Cards
Non-Psion +151 or more	1 Card	3 Cards

[END CHART]

To determine how many Psi Unification cards any psion order receives, compare the point value of the force and their Aberrant, Qin, Chromatic or Coalition opponent. Use the following chart to determine how many cards are pulled for each force.

[BEGIN CHART]

Point Value Difference	Psion Force	Aberrants/Aliens
0 to 50 pts	2 Cards	1 Card
If the Alien/Aberrant point value is higher:		
Aliens/Aberrants +51-99 pts.	3 Cards	1 Card
Aliens/Aberrants +100-150 pts	4 Cards	1 Card
Aliens/Aberrants +151 or more	5 Cards	1 Card
If the Psion point value is higher:		
Psion +51-99 pts.	1 Card	1 Card
Psion +100-150 pts	1 Card	2 Cards
Psion +151 or more	1 Card	3 Cards

[END CHART]

In cases where one psion order assaults another order, one alien race fights another alien species, one Aberrant force attacks another Aberrant cadre, an alien race fights against an Aberrant force, or a Non-psion army combats another Non-psion force, the edge is considered to be a little closer. Commanders of large forces are often given less access to emergency backup that is being used elsewhere, while smaller units can sometimes draw upon truly desperate tactics. Use the following chart to determine how many cards are pulled for each force.

[BEGIN CHART]

Point Value Difference	Lower Value Force	Higher Value Force
0 to 50 pts	1 Card	1 Card:
51-99 pts.	2 Card	1 Card
100-150 pts	3 Cards	2 Cards
151 or more	4 Cards	3 Cards

[END CHART]

<3>Strategic Contingency Cards

[I would like to see the border done with the United Nations logo and the words Strategic Contingencies on the back of each card.]

Humans “Strategic Contingencies” – eight cards

Strategic Contingencies

Even with their lack of psionic and Taint powers, human governments are not without incredible resources of their own. The world powers maintain an expensive and extensive armed presence internationally. The more stable nations of Earth have survived

hundreds of years of warfare and are not likely to lay down for a bunch of cocky psions, rabid Aberrants or ferocious aliens. Military commanders of every army from the world superpowers' finest to the most ragtag guerrilla forces seek to prepare their troops for times of duress when they must call in their Strategic Contingencies… 'What if' plans made ahead of time, ready and waiting at the disposal of SpecOps team leaders.

CSA Intelligence
Description: CSA intelligence sources and spy satellites have provided you with a copy of your enemy's battle plan and hidden maneuvers, allowing you to predict his next move.
Effect: The opponent player must reveal all of his action counters placed this turn.
Use: Just after placing action counters.

OMEN Satellite Online
Description: A bright shaft of light strikes down from the sky, ionizing a shaft of air. The beam focuses down and a stream of highly accelerated protons rains down on the target, blowing it apart.
Effect: Place a single 3-inch template on an enemy model and roll deviation as if there were no extra successes to hit. Roll 6 dice of damage for all models under the template, which is soaked normally. At the end of the Psi/Taint Recovery phase, place a 7-inch template on the same spot as the 3-inch template. When this hits, roll 10 dice of damage for all models under the template, which is soaked normally.
Use: Initial strike is an ambush action. The main strike occurs as part of the Psi/Taint Recovery phase.

Air Support
Description: Your unit leader calls in support-HVTR to perform air support against enemy ground targets.
Effect: Each round, the aircraft may fire on a single enemy model. The weapon is an unguided rocket, rolling 6 dice for damage and doing damage using a 5-inch template. Deviation is as normal. The unit can continue to fire until an enemy unit fires on it and does one point of damage versus a soak of [3].
Use: Air Support must be declared before action counters are placed. All of the tiltrotor craft's attacks occur during the move and shoot phase.

Minefield
Description: CSA intelligence has allowed you to know your enemy's battle plan in advance and place mines at some of his intended positions.
Effect: Roll a die. On 1-4, you place one mine, on 6-7, two mines, on 8-9, three mines, and on a 10, four mines. Place each mine on a single model and roll deviation as if there were two successes to hit. Each mine does 5 dice damage and only a single mine may target a single model.
Use: At the end of your enemy's move and shoot phase.

Support Reinforcements
Description: The FSA sends in additional troopers to reinforce your units.

Effect: You may restore any one support squad to its full strength. Replace any missing members and restore the Health level immediately. If the squad was eliminated entirely, the replacement squad must be placed in your initial setup area.
Use: During Routing/Rallying phase.

Nanovirus
Description: Your commander releases a fast-acting, short-term CSA version of the Nihonjin nanovirus that temporarily blocks psion or Aberrant access to their abilities.
Effect: Your opponent must make a PSI or TAINT roll and score three successes. Failure means that your enemy cannot use any taint or psi powers or biotech or mutations that involve spending psi or taint this turn, and are unable to recover any psi or taint at the end of the turn.
Use: After Initiative is rolled.

Biological Warfare
Description: Enemy forces are overwhelming you and your commander decides to use your unit's store of biological weapons against the enemy. Of course, you have been immunized against it.
Effect: Place a single 7-inch template over an enemy model. No scatter is rolled. Roll 6 dice of damage against all enemy models under the template. This effect ignores armor, so it must be soaked with Stamina alone. Units with sealed systems (VARGs, enclosed vehicles, and VacSuits) are not affected. If the damage roll is botched, then the immunization did not take effect correctly and your models are affected too.
Use: As an Ambush action.

Hyperactivity
Description: Your commander triggers a cocktail of drugs and adrenaline hidden on a single trooper that accelerates his actions for this turn.
Effect: Double the APs of a model of your choice for the turn.
Use: Just before you move the model on which you intend to play this card.

Brilliant Tactician
Description: Your commander makes a series of brilliant tactical decisions that allow your forces to execute their moves with precision.
Effect: Carry out all orders during the Charge segment. Models must still obey the rules of their action counters, but they act earlier than normal.
Use: Just after placing action counters.

Drill and Ceremony
Description: Your commander has a set of well-structured battle plans that have been drilled into your forces so well that their execution is immediate.
Effect: You may reverse a losing Initiative roll and win Initiative automatically in the turn.
Use: Right after losing an initiative roll.

Combat Drugs

Description: Your commander secretly dosed your forces with combat drugs before combat began. The drugs finally take effect.
Effect: Add two dice to all close combat rolls made by your side during this turn.
Use: Just after placing action counters.

Chemical Warfare
Description: Your commander releases doses of a strong fear-inducing nerve gas onto the battlefield. Of course, you have been rendered immune via an antidote.
Effect: Any enemy with a Charge Action may not move or spend APs this turn.
Use: Just after placing action counters.

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<3>New Items and Counters
<3>New Game
- Chromatics
- Vehicles
- VARGS
- Support Sheets